

H A N D B O O K





This book, based on the experience of the
Boy Scouts of America in the United States
since its founding in 1910, was developed
under the auspices of
Thomas J. Watson, Jr., President
Alden G. Barber, Chief Scout Executive

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BOY SCOUTS OF AMERICA
New Brunswick New Jersey
No. 3227 Printed in U.S.A.

Library of Congress Catalog Card Number: 11-15620

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How to use this BOY SCOUT HANDBOOK

This book is designed to be your guide toward becoming a good Scout and a good American citizen. It will serve you best when you use it correctly.

When a well-trained Scout sets out on a wilderness hike, he first decides on his goal. Next, he considers the whole route ahead of him. He then breaks down the route into laps along the way. Finally, he sets his compass — and takes off. Follow the same procedure in using this handbook.

Start by making your goal clear to yourself by going through the whole book, paying special attention to the section "From Boy to Man," page 379. Next, find out about the laps along the Scouting road: the ranks of Tenderfoot, Second Class, First Class, the whole way to Eagle. Then — and only then — take your first definite step along the road by passing your first test. After that it's simply a matter of one step after another until the goal is reached.

Luck and happiness to you along the way!

"Tomorrow's Leader"
By Norman Rockwell



To YOU as a Scout

"I suppose every boy wants to help his country in some way or other. There is a way by which he can do so easily, and that is by becoming a Boy Scout."

Those are the opening words of the World Brotherhood edition of *Scouting for Boys*—the book written by Baden-Powell that started the Boy Scout movement on its early conquest of the boyhood of the world more than 60 years ago.

When the Boy Scouts of America was founded in 1910, one of the most urgent jobs of the founders was to develop a handbook on Scouting suitable for American boys. Since then more than 23 million copies have been printed.

I hope that for many years to come this modern version will be your companion as you follow the rugged road of Scouting. Read it well and often. Every time you do you will find new paths to knowledge, to fun, and to adventure. It will help you in your outdoor activities. It will show you what you need to do to advance in Scouting. It will tell you of the ideals of a Scout and will challenge you to live up to the Scout Oath and Law. It will help you become a true American citizen.

Even though this is your personal handbook, share it with your friends who are not Scouts; invite them to join you in the game of Scouting. Upon your shoulders and those of young fellows like you, as you grow into manhood, will rest the hope of the free world. Scouting can help you **BE PREPARED** for that great responsibility: I trust you **ON YOUR HONOR** to strive to become the kind of a Scout and the kind of a citizen that our country and the world needs.



ALDEN G. BARBER
Chief Scout Executive





YOU — AMERICAN BOY

Have you ever dreamed of hiking the wilderness trails that were worn down under moccasins hundreds of years ago? Do you hear in your imagination the almost soundless dip-dip of Indian canoe paddles or the ring of the ax of an early pioneer hewing a home out of the American wilderness? Have you followed with your mind's eye the covered wagons on the trek across our continent? Have you thought of the men and women who built our country by their determination and devotion?

You are the descendant of those people. You are the guardian of what they built. You are the American on whom the future of our wonderful country depends.





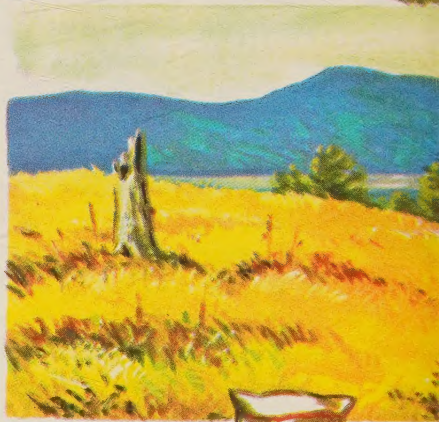


YOU — BOY SCOUT

Today you are an American boy. Before long you will be an American man. It is important to America and to yourself that you become a citizen of fine character, physically strong, mentally awake, and morally straight.

Boy Scouting helps you become that kind of citizen. But also, Scouting gives you fellowship and fun.

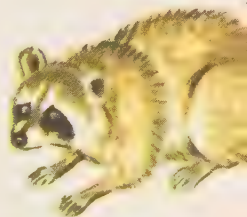
Yes, it's fun to be a Boy Scout! It's fun to go hiking and camping with your best friends . . . to swim, to dive, to paddle a canoe, to wield an ax . . . to follow in the footsteps of the pioneers who led the way through the wilderness . . . to raise your eyes to the heavens . . . to stare into the glowing embers of a campfire and dream of the wonders of the life that is in store for you . . .





YOU — IN THE GREAT OUTDOORS

When you are a Scout, forests and fields, rivers and lakes are your playground. You are completely at home in God's great outdoors. You learn to notice every sound, to observe every track. Birds and animals become your friends. You master the skills of walking noiselessly through the woods, of stalking close to a grazing deer without being noticed, of bringing a bird to you by imitating its call. You learn to find your way cross-country by map and compass, to make a meal when you are hungry, to take a safe swim when you are hot, to make yourself comfortable for the night in a tent or under the stars. You become a true outdoorsman.





YOU — PATROL MEMBER

As a Boy Scout you will belong in a patrol—which is the Scout name for a small gang of boys in the troop that you join. The patrol is the unit that makes Scouting go.

In the Scout patrol you will meet boys who may be your friends for the rest of your life. Under one of the Scouts, picked by the gang as patrol leader, you will help in the planning of patrol meetings, hikes and camps, and will do your part in carrying out your decisions.

You will have fun indoors in the patrol den and outdoors under the open sky . . . you will learn the skills of Scouting . . . you will be on the team for Scoutcraft games and contests. You will find out what it means to be a real boy among other real boys—living your life according to the Scout code.





YOU — MEMBER OF A TROOP

Your patrol does not stand alone—it is part of a troop that consists of several patrols that work together. As a member of a troop, you are a member of the Boy Scouts of America as well.

It's fun to take part in a good troop meeting under a capable Scoutmaster—but it is even more fun to go to summer camp with the whole troop, learning new Scoutcraft skills, joining in the excitement of the campfire at night.









YOU — PREPARED FOR SERVICE

Scouting is far more than hiking and camping fun. Scouting is learning to grow into responsible manhood, learning to be of service to others.

The Scout Oath and the Scout Law are your guides to citizenship. They tell you what is expected of a Scout and point out your duties. The Scout *motto* is *Be Prepared*—prepared to take care of yourself and to help people in need. The Scout *slogan* is *Do a Good Turn Daily*. Together, the motto and slogan spell out your ability and your willingness to be of service.

The records of the Scout movement are full of reports of Scouts who have done outstanding service, of Scouts who have saved the lives of others at the risk of their own. Some day you may join the roster of Scout heroes—if you are prepared.



YOUR UNIFORM

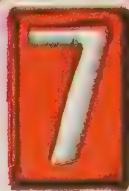
The Boy Scouts of America is the largest uniformed body of volunteers in the world. This very moment, close to 6 million boys and leaders belong to the Boy Scout movement in the United States and wear the Scout uniform with pride.

Your uniform is part of the thrill of being a Scout. The moment you put it on you feel ready for hike or camp or other vigorous Scout activity.

The Scout uniform stands for the brotherhood of Scouting, for the Scout ideals, and for outdoor life. The color blends with the hues of forest and field. The design is made for comfort, for freedom of action, and for health. Every Scout wears the same uniform—it is a badge of democracy, an emblem of service.

To the public, the uniform proclaims aloud, "Here is a boy who is a Scout"—for people know that only a boy who is a full-fledged member of the Boy Scouts of America has the right to wear the Boy Scout uniform.





Community strips

Troop numeral



Patrol medallion



Troop librarian



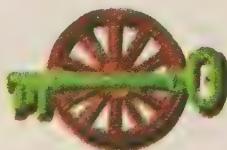
Troop scribe



Junior assistant Scoutmaster



Senior patrol leader



Troop quartermaster



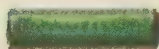
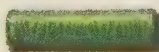
Troop bugler



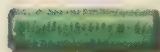
Instructor



Assistant senior patrol leader



Patrol leader



Assistant patrol leader



Eagle (embroidered)



Eagle palms

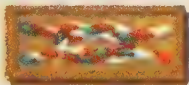


Eagle (medal)

Life



Eagle square knot



Star



First Class



Second Class



Tenderfoot



Attendance pin



Service stars



Senior strip



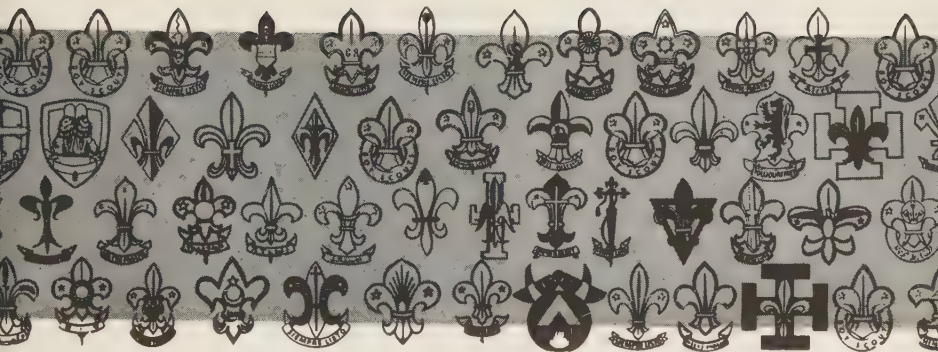
YOUR SCOUT BADGES

On your uniform, you wear the badges that show that you belong, that you are a member of a certain patrol in a certain troop in the Boy Scouts of America.

But there are other badges that tell of the Scoutcraft you have mastered and the rank you have reached and badges that show the world what responsibilities have been entrusted to you by your patrol and your troop.

The badges you earn are the best proof of your determination to make the greatest possible use of the opportunities that Scouting offers you.





YOU — IN A WORLD BROTHERHOOD

When Lord Baden-Powell—famous English general and a hero to his countrymen—developed the Scouting scheme and founded the Boy Scout movement, he had no idea that it would prove popular enough to spread around the world. But that is what happened.

The day you become a Scout, you join a world brotherhood of more than 10 million members in nearly 90 countries around the globe. All these Scouts have pledged themselves to the Scout Oath and Law. All of them consider you their brother.



YOU — ON THE SCOUTING TRAIL

The door to Scouting fun is wide open to you. You will be welcomed in a Boy Scout patrol and troop, and boys already Scouts will help you have a wonderful time in Scouting.

This book will be your guide. The pages printed in red and black tell you how to become a  Tenderfoot Scout. The pages in brown and black lead you on to  Second Class. The pages in green and black guide you to  First Class. The pages in gray and black take you through Star and Life to Eagle Scout rank.

Ready to set out on the Scouting trail? Then LET'S GO! 

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THE CAMPING TRAIL

THE HIKING TRAIL



THE

ADVANCEMENT TRAIL TO EAGLE



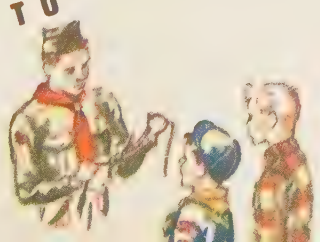
FIRST CLASS

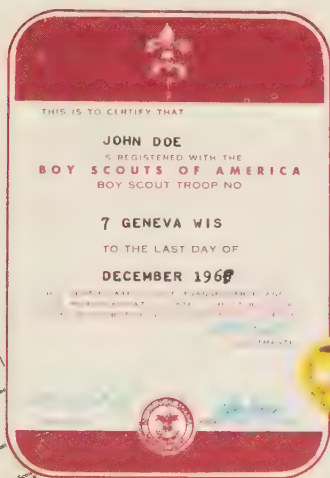


TRAIL TO SECOND CLASS



STARTING TRAIL TO TENDERFOOT





The registration card you receive when you join shows that you are a member of the Boy Scouts of America. Be sure to carry it with you at all times.

can be a member of the younger branch of the Scout movement—Cub Scouting—and have a swell time with other boys of your own age. Then, as you get close to 11, you can train yourself with some of the other Cub Scouts to become a Boy Scout the moment you reach your 11th birthday.

Finding a Troop. You should have no difficulty finding a troop near your home—there are thousands of them scattered across America.

Ask the fellows you know. Some of them are probably Boy Scouts already. When you tell them you want to join, they'll invite you to their next meeting—and you are immediately on your way to becoming a Boy Scout.

Or ask your teacher or religious leader. Very possibly, there's a Boy Scout troop in your school, or in your church or synagogue.

If you live in a large town or city and still haven't found a troop, look in the telephone book under "Boy Scouts of America." Call the number you find, ask about a troop in your vicinity, and get the name and telephone number of the Scoutmaster. Phone

him and ask him when and where the troop meets. Then go to the next meeting and get ready to join. Take your dad along to that first meeting so that he, too, can find out about the troop and can meet the Scoutmaster.

If, by any chance, you live far out in the country where there isn't a Scout troop, that won't prevent you from becoming a Boy Scout. Send a letter to the Boy Scouts of America, New Brunswick, N. J. 08903, and explain the situation. They'll tell you how to become a lone Scout or how to form a neighborhood patrol of your own.

Meeting the Tenderfoot Tests. Simply coming to a troop meeting and getting in with your future pals won't make you a Boy Scout overnight. There are rules you must follow and skills you must learn to be a full-fledged Scout. These rules and skills are spelled out in the Tenderfoot tests on pages 34 and 35.

As you read the Tenderfoot tests you will see that some of them deal with the ideals of Scouting—the Scout Oath and Law, the Scout motto and slogan. Others have to do with the outward signs of a Scout—the Scout sign, salute, and handclasp, the Scout uniform and the Scout badge. One Tenderfoot test requires you to know the history of the flag of our country and the respect we owe it. Still others give you a taste of a couple of outdoor skills and tell you of the life that is ahead of you as a Scout.

Study the Tenderfoot tests carefully, then settle down to meet them. You will get plenty of help from the fellows in the patrol you expect to join, especially from your future patrol leader. Your dad can help you, too—he was probably a Scout himself when he was a boy. If you are a Cub Scout, you will learn the tests while you work for your Webelos badge in your Webelos den.

When your patrol leader is confident that you know your stuff, he'll get you a Scout application form. Have your parents fill in this form and sign it. Then sign it yourself and take it to your Scoutmaster with your national membership fee. He will send your application and your membership fee to the national office of the Boy Scouts of America through your local council office.

Your Scoutmaster will go over the Tenderfoot tests with you to make sure that you know them and understand them. When he is satisfied, he will arrange for your investiture.

Your Investiture. Now comes the big moment when you are received into Boy Scouting in a simple investiture ceremony.

Some evening at a troop meeting or some night at a campfire, you stand before your Scoutmaster, the Scouts of the troop, and your parents. You raise your right hand in the Scout sign and solemnly dedicate yourself to the Scout Oath:

"On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight."

You pledge allegiance to the flag of the United States of America. From then on you are a member of the world brotherhood of Scouting and are on your way with your patrol and troop toward a life of outdoor fun and adventure, of service to others, of training yourself to become the kind of MAN you want to be.

You dedicate yourself to the Scout Oath at an impressive ceremony before your troop.





ON THE STARTING TRAIL TO **TENDERFOOT**



MY TENDERFOOT SCORE

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☒	/ 19.....	Scout Law	38
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☒	/ 19.....	Scout Slogan	53
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☒	/ 19.....	Scout Handclasp	55
☒	/ 19.....	Scout Uniform	56
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☒	/ 19.....	Our Country's Flag	65
☒	/ 19.....	Knots	74
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☐	/ 19.....	Becoming Second Class	97



Butler

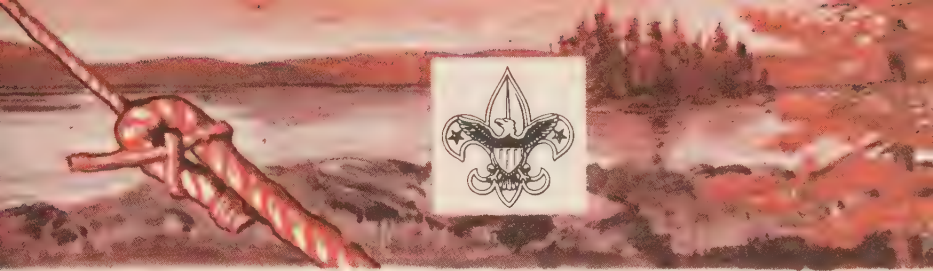
Butler



T E N D E R F

To become a TENDERFOOT SCOUT, you must be at least 11 years of age and do the following before your Scoutmaster (or an adult assigned by him) :

1. Repeat from memory the Scout Oath (or Promise), the 12 points of the Scout Law, the Scout motto, and the Scout slogan. Explain the meaning of each in your own words.
2. Give the Scout sign, salute, and handclasp. Explain their meaning.
3. (a) Describe the parts of the Scout uniform. (b) Tell when and when not to wear the Scout uniform.
4. Describe the Scout badge and the meaning of each of its parts.
5. (a) Describe the flag of the United States of America and tell its history in brief. (b) Demonstrate respect for your flag by



O T T E S T S

showing how to hoist, lower, display, fold, and salute it. Tell when to fly it.

6. Whip the ends of a rope at least one-quarter inch in diameter. Tie correctly two ropes of the same size together with a square knot. Join two ropes of different sizes with a sheet bend. Tie a rope to a rail with a clove hitch. Attach a rope to a post or rail with two half hitches. Tie a bowline around your waist. Tie a taut-line hitch on a rope under tension.
7. Read the Outdoor Code. Tell how you will try to use it in the hiking and camping you will do as a Scout.
8. (a) Explain the name of the patrol you will join and give its call or yell. (b) Discuss the importance of your patrol to your Scout activities.
9. Review briefly the things you will do to become a Second Class Scout.



THE SPIRIT OF SCOUTING

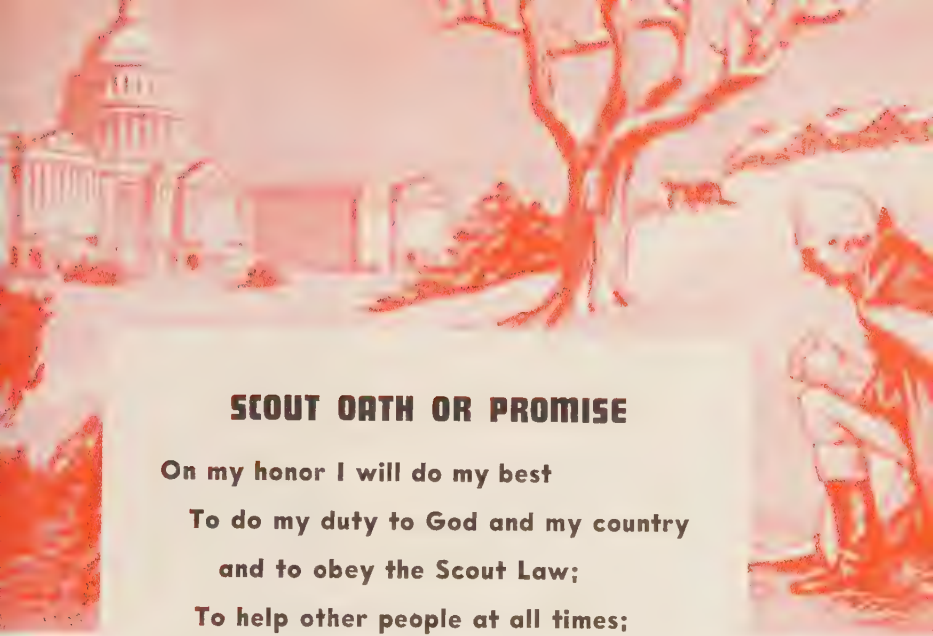
Scouting is a game, and like all other games, it has rules you must follow to be a member of the team.

The rules of Scouting are contained in the Scout Oath (or Promise), the Scout Law, the Scout motto, and the Scout slogan.

1  *Repeat from memory the Scout Oath (or Promise) Explain the meaning . . . in your own words.*

Duties are the foundation of all fair dealings. Every right in the world rests on an equal responsibility. For everything we receive, there are things we must give in return. In the Scout Oath you will find a clear statement of what is expected of you as a Scout—your duty to God and your country, to other people, and to yourself.

DUTY TO GOD AND COUNTRY. Your parents and religious leaders teach you to know and love God, and the ways in which you can serve Him. By following these teachings in your daily life, you do your duty to God as a Scout. Our country was built upon a trust in God. As you look back into the past, you learn about men and



SCOUT OATH OR PROMISE

On my honor I will do my best

To do my duty to God and my country

and to obey the Scout Law;

To help other people at all times;

To keep myself physically strong,

mentally awake, and morally straight.

women who worked to make our America, who gave their lives for it when called upon, who raised it to where it is today. It is your duty to carry this work forward by working for your country's welfare, by obeying its laws, by showing your loyalty to its government.

DUTY TO OTHER PEOPLE. There are many people who need help. A cheery smile and a helpful hand may serve to make life easier for someone who is weak or old, for a woman or a child. By obeying the Scout Law and by doing a Good Turn daily, you prove yourself a Scout and do your part to make this a happier world.

DUTY TO SELF. You owe it to yourself to take care of your body, to protect it and to build it so that it will serve you and make it possible for you to help others. You owe it to yourself to develop the brains that were given you, by striving to increase your knowledge and by making the best possible use of your abilities. You owe it to yourself to aim to become a man of strong character, ready to take your place in the world as a capable citizen.

THE SCOUT LAW

1 ♣ *Repeat from memory the . . . 12 points of the Scout Law . . . Explain the meaning of each in your own words.*

The Scout Law is the foundation on which the whole Scout movement is built. In the Scout Law are expressed the ideals a Scout puts before himself.

There have always been written and unwritten laws by which men have tried to live.

In the world of today, when you are a Scout, the Scout Law becomes *your* code of action by which you try to live.

There is something about the Scout Law that makes it different from other laws. Most other laws start with a "Do" or a "Don't." Not the Scout Law. The Scout Law is a statement of facts: "A Scout is trustworthy . . . loyal . . . helpful . . . friendly . . . courteous . . . kind . . . obedient . . . cheerful . . . thrifty . . . brave . . . clean . . . reverent." By doing your best to live up to the Scout Law, you are a Scout. If you should *willfully* break the Scout Law, you are not a Scout. It is as simple as that.

The ideals of the Scout Law are high—they are meant to be!

By striving toward high ideals and keeping faith with them they will become more meaningful to you each day of your life.



A Scout Is Trustworthy

A Scout's honor is to be trusted. If he were to violate his honor by telling a lie or by cheating or by not doing exactly a given task, when trusted on his honor, he may be directed to hand over his Scout badge.

A Scout Is Loyal

He is loyal to all to whom loyalty is due, his Scout leader, his home and parents and country.

A Scout Is Helpful

He must be prepared at any time to save life, help injured persons, and share the home duties. He must do at least one Good Turn to somebody every day.

A Scout Is Friendly

He is a friend to all and a brother to every other Scout.

A Scout Is Courteous

He is polite to all, especially to women, children, old people, and the weak and helpless. He must not take pay for being helpful or courteous.

A Scout Is Kind

He is a friend to animals. He will not kill nor hurt any living creature needlessly, but will strive to save and protect all harmless life.

A Scout Is Obedient

He obeys his parents, Scoutmaster, patrol leader, and all other duly constituted authorities.

A Scout Is Cheerful

He smiles whenever he can. His obedience to orders is prompt and cheery. He never shirks nor grumbles at hardships.

A Scout Is Thrifty

He does not wantonly destroy property. He works faithfully, wastes nothing, and makes the best use of his opportunities. He saves his money so that he may pay his own way, be generous to those in need, and helpful to worthy objects. He may work for pay, but must not receive tips for courtesies or Good Turns.

A Scout Is Brave

He has the courage to face danger in spite of fear and to stand up for the right against the coaxings of friends or the jeers or threats of enemies, and defeat does not down him.

A Scout Is Clean

He keeps clean in body and thought; stands for clean speech, clean sport, clean habits; and travels with a clean crowd.

A Scout Is Reverent

He is reverent toward God. He is faithful in his religious duties and respects the convictions of others in matters of custom and religion.





A Scout Is Trustworthy

All our dealings with other people are based on trust. We drop a letter in the mailbox and trust the post office to get it to its destination. We buy a can of food and trust the manufacturer to have filled it with only wholesome ingredients. We listen to the news on the radio or on TV and trust the reporters to tell us the truth. We board a bus or a train or a plane and expect it to take us to the place we want to go. If we couldn't trust other people, the work of the world would soon come to a standstill. And if you can't trust a Boy Scout you can't trust anybody.

Your parents and teachers and friends know that as a Scout you tell the truth and keep your promises. When your mother asks you to run an errand, she knows that you will do it promptly and effectively. When your troop has a meeting, your leaders know that you will be there. When you have said that you are going on the hike or to camp, the other fellows in your patrol know that you will be ready to go at the time agreed to.

From time to time, you may get yourself into trouble—boys usually do. Your baseball may smash a window, your elbow may knock down a vase, your big feet may trample a flowerbed. By quickly admitting what you have done and making good the damage, the incident is forgotten.

It is a great thing to have people trust you. It feels good to "keep your honor bright" and to be able to look people straight in the eyes.

A Scout Is Loyal

To be loyal means to be faithful under all kinds of circumstances good and bad, to stand by, to stick through thick and thin.

Loyalty starts at home. You show this loyalty best by turning yourself into the kind of boy your parents would like you to be, by making them realize that you appreciate what they do for you, and by speaking about your home in such a way that people understand that you love it. You show your loyalty also by helping your parents make it into a happy place for a happy family. The place where you live may not be the finest in the neighborhood—but it is your home and you can help make it more pleasant.

A chain is as strong as its weakest link. The success of your patrol and your troop depends on the loyalty of each boy—in the way you stick by your leaders and pitch in with the team, in the way you act as a Scout.

People will judge all Boy Scouts by the kind of Scout you are. By being a real Scout, striving to keep the Scout Oath, living up to the Scout Law, you prove yourself loyal to Scouting and to your millions of brother Scouts around the world.

Hundreds of thousands of Americans have shown their loyalty to our country by giving their blood for it. But there are many everyday ways of being loyal, too—by helping in your community projects, by showing respect for our flag and our government, by obeying our country's laws.





A Scout Is Helpful

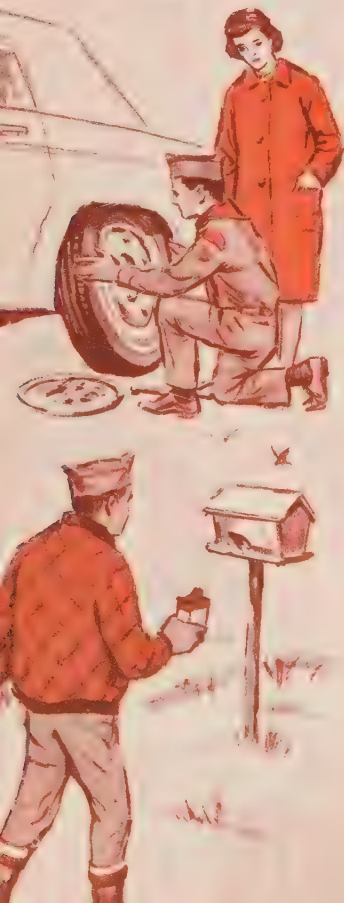
In your Scout Oath you pledge to help other people at all times. The third point of the Scout Law tells you how—by being prepared and by doing a Good Turn daily.

A boy who doesn't know first aid is of little use when someone is hurt. A boy who can't swim has little chance to rescue a drowning person. As a Scout you will know what to do—and do it. But while you may never have the chance to save a life, you have a chance every day to do some smaller service—provided you keep your eyes open.

Your regular home duties are not Good Turns—those are things that are expected of you. A Good Turn is something you go out of your way to do. One kind of Good Turn is the kind you do on the spur of the moment—like assisting a blind man to get on a bus, picking up broken glass from the sidewalk, helping a motorist change a tire. Another kind of Good Turn is the kind you plan for alone or with your patrol—like feeding birds during the winter, taking used magazines to the hospital, cleaning up the church or synagogue basement.

It is not the size of the help that counts but the spirit in which it is rendered.

The important thing to remember about Good Turns is that they are done for the sake of helping others. Work (for which you receive pay) and help you give to one who needs it (for which you receive no pay) are two different things. A Good Turn done in the hope of receiving a tip is not a Good Turn at all.



A Scout Is Friendly

Friendship is like a mirror. When you meet a person with a smile on your face and a helping hand stretched toward him, you will receive a smile in return and help when you need it. By being a friend yourself, you make a friend.

But there are friends and friends. Some people to whom you show friendliness will pass out of your life immediately afterward. Others may become your friends for life. That kind of friendship you only give to very few. It is sincere and fine and cannot be divided among many.

It is very possible that you will form some of your own lifelong friendships through Scouting.

The moment you join a patrol and a troop you enter a brotherhood that spans the world. The boys in it are of different countries and colors and creeds, but they are brothers together, living up to the same Scout Oath and Law that you are following.

Among the finest expressions of this brotherhood are the great national and world jamborees at which as many as 50,000 Scouts from all over the world come together and live in camp for 2 weeks as friends.

But you need not go to a jamboree to show that you are "a brother to every other Scout." When you meet a fellow Scout in uniform, greet him as a friend. He may be a stranger in your town. By greeting him in this way, you make him feel that he is not alone. You can make him feel at home.





A Scout Is Courteous

This is just another way of saying that a Scout is a gentleman. You will have many opportunities everyday to show whether you are one or not.

First of all, be courteous in your own home. There are people with the reputation of being polite in public who seem to forget their manners when at home. Don't be one of them. A "please" and a "thank you" are easily said, and little helpful things easily done, yet they make your father and your mother and the other members of the family feel that you really appreciate what they do for you.

Good manners always please and attract people. Opening a door for a lady, offering a seat in a crowded bus, rising from your chair when a guest enters the room, helping your mother to be seated at the family table, saluting your Scout leader, removing your hat in the presence of ladies in an elevator—these are all signs of a gentleman.

A story is told of an old man who went to see one of the Olympic games in ancient Greece many years ago. He was late. There was not a single seat available. A Spartan youth noticed the old man's plight. He beckoned him near and gave him his seat. A group of young Athenians who had witnessed the incident began to applaud. The old man turned toward them and said, "Yes, you young Athenians know what it is right to do—but it takes a Spartan to do it."

The courtesy you practice as a youth will make you a finer man.

A Scout Is Kind

If you have a dog or other animal pet of your own you are probably already kind to it. You want it to love you and you know that this will happen only if you take good care of it. You have to understand when it needs food and water and shelter and special attention. If you live on a farm you know how well poultry and livestock respond to good care.

In your life as a Scout, you will get to know a lot of wild animals. Some evening when you are on a hike, a deer may bound across your path. Some night in camp, a raccoon may come sniffing around your tent. And when you wake in the morning and put your head outside your tent door, you may hear the chorus of a hundred birds and see them fluttering from branch to branch overhead.

The more you live in the out-of-doors, the more you will get to like the animal and bird life around you. And the more you like wildlife, the more you will do to help it and to protect it.

But you will also learn that there are creatures that do not deserve your protection.

A Scout does not kill any living thing needlessly, but he knows that it is his duty to help get rid of those that are dangerous to human beings. He doesn't hesitate to kill animals such as rats or insects such as flies and mosquitoes that carry sicknesses along with them nor to destroy poisonous reptiles that may endanger human life.



A Scout Is Obedient

A distinguished French officer once asked the mother of George Washington, "How did you raise such a splendid son?" Her answer was simple. "I taught him to obey."

This is true of all great leaders. They learned to obey before they learned to lead. That's why real men hold obedience high.

Obedience begins with your father and mother. When they request you to do a thing, do it immediately and cheerfully—even if you happen to be in the middle of a game or an exciting TV program. Soldiers do not enjoy going into battle. But they obey orders. They know what is expected of them and do it.

There are others to whom you owe obedience. When a teacher tells you to do a thing, it is usually for your own good. When your employer tells you to do a thing, it is for the good of the business. And when your Scout leader gives you a job to do, it is for the good of the patrol or troop—which means it is good for you, too.

But being obedient goes beyond the obedience you owe to certain individuals. It also means obedience to your country's laws. Here again, obedience works to your own good. Think, for instance, of all the lives that would be saved each year if people obeyed the traffic laws. And just imagine the amount of money that would be available for education and other worthwhile purposes if people were so law-abiding that we could close all our prisons.



A Scout Is Cheerful

There's an old saying that goes, "Smile and the world smiles with you—weep and you weep alone."

There are people who always see the dark side of things. They are dissatisfied when the sun shines—it hurts their eyes and it is too hot. They are annoyed when the sun doesn't shine—things are too cold and dark. If it rains it is bad, and if it doesn't rain it is still worse.

Then there are others who are happy always. When the sun shines they enjoy the bright weather. When it pours they say, "Just what the farmers needed!" People who are cheerful and satisfied not only make life easier for themselves, but they help their fellow beings too.

It is not the good times you have that will make you the man you want to be. It is when things turn against you that you can best prove that your cheerful disposition has its root in the courage of your soul. It is as you learn to overcome difficulties with a smile that you will grow to be a real man.

In Scouting, you will have a lot of fun on sunny days. But peculiarly enough, the memories that will live the longest in your heart will be of the times when you overcome obstacles cheerfully—when the patrol fights its way home from a hike against a stiff wind and every step seems to be a mile, when a drenching downpour puts out your campfire, when your tent blows down in the middle of the night. These are the times when your cheerfulness is tested and your manliness grows.



A Scout Is Thrifty

To be thrifty doesn't necessarily mean to save money. Far oftener it means to know how to spend money wisely and to take good care of things that represent money—your clothes, your books, your home, and your school.

As a matter of fact, real thrift consists of five different things: earning, saving, spending wisely, sharing, and conserving.

It is a wonderful thing to be able to pay your own way—to earn money for your own clothes, for your Scout uniform and your camp equipment, and to take care of your troop dues out of your own pocket. Your savings could go into a savings bank or into United States savings stamps or bonds.

It takes determination to earn money and save it. Some fellows never succeed. They go after easy money and it always slips away from them. They sometimes even leave school without graduating because they see a job that will give them quick money—without realizing that the fellow who completes his education will earn far more in the end.

It is a good thing to be able to put money in the bank; but, while you are young, it is more important for you to spend it on a good education, and to learn to share what you earn with others who may be in greater need.

It is not only in your everyday life that you prove your thrift. You prove it also by the way you protect and conserve our country's natural resources whenever you go hiking and camping.



A Scout Is Brave

The highest award a Scout can receive is the Honor Medal for lifesaving. This is not earned by just rescuing someone—it is given only if the deed required real heroism and was done at the risk of the Scout's own life. In spite of these high standards, more than 1,300 Scouts have earned the Honor Medal since the founding of the Boy Scouts of America. Those boys had a glorious opportunity to prove their bravery and were prepared to act.

Your opportunity may come.

Will you be ready for it?

But lifesaving is not the only way you can prove your bravery. You can show it in your everyday life.

It takes bravery to stand up for what you think is right when others try to make you do what you know is wrong. It sometimes takes real courage to speak the truth and nothing but the truth. It takes backbone to admit a mistake and to apologize for it. It takes backbone to defend a friend when he is under attack by others.

During the Revolutionary War, young Nathan Hale secretly entered the British encampment at New York to find out what forces were there. He was caught and was hanged as a spy. His last words were, "I only regret that I have but one life to lose for my country."

Countless other Americans have been willing to lay down their lives for what they thought right. Certainly you will be brave enough to stand up for *your* convictions.





A Scout Is Clean

Two boys were walking along a muddy road when one asked the other, "How do you keep your shoes so clean? Mine are getting all dirty." The other boy answered, "That's easy—I just look for the clean spots and put my feet there."

The simplest way of being clean is not to get dirty in the first place. And that goes not just for your clothes and your body, but also for your thoughts and words and deeds.

You never need to be ashamed of the dirt that will wash off. If you play hard and work hard, you can't help getting dirty. But when the game is over or the work done, that kind of dirt gives way to soap and water.

But there is another kind of dirt that won't come off by washing. It sticks. It is the kind that goes below the skin, that sinks into your mind. A boy has a hard struggle fighting that kind of dirt, keeping his thoughts clean. But if you really try, you will win. By forcing your mind to occupy itself with things that are good and true you will be able to overcome temptations and will be at peace with yourself.

An important part of the battle is to keep away from fellows who seem to get a kick out of using vile language and telling dirty stories. "If you play with tar," as the saying goes, "some of it is sure to stick."

Get in with a clean crowd where you will hear clean speech, learn clean sportsmanship, and get a clean outlook.

A Scout Is Reverent

Take a Lincoln penny out of your pocket and look at it. What do you see on it? Just above Lincoln's head are the words "In God we trust." Twelve little letters on our humblest coin. Not only as individuals, but as a nation, too, we are committed to live and work in harmony with God and with His plan.

Most great men in history have been men of deep religious faith who have shown their convictions in deeds. Washington knelt in the snow to pray at Valley Forge. Lincoln always sought divine guidance before making an important decision. Eisenhower prayed to God before taking his oath of office as President of the United States. Kennedy asked God's blessing and help and challenged all Americans—young and old—to remember "that here on earth God's work must truly be our own." These men had many things in common: love of the out-of-doors, human kindness, and an earnest vigor in working with God in helping make a better world.

You are reverent as you serve God in your everyday actions and are faithful in your religious obligations as taught you by your parents and spiritual leaders.

All your life you will be associated with people of different faiths. In America we believe in religious freedom. That is why we respect others whose religion may differ from ours, although for reason of conscience we do not agree with them. Their customs may be different from ours, but their hearts are just as true, their faith just as sincere.





THE SCOUT MOTTO

1 ♣ *Repeat . . . the Scout motto . . . Explain the meaning . . . in your own words.*

The Scout motto is **BE PREPARED**. Someone once asked Baden-Powell, the founder of Scouting, "Be prepared for what?" "Why," said B-P, "for any old thing." That's just the idea. The Scout motto means that you are always in a state of readiness in mind and body to do your duty and to face danger, if necessary, to help others.

Some time ago, a school bus skidded in a sleet storm in one of our northern states and overturned. The driver was seriously hurt, but a young boy quickly took command. He immediately turned off the motor, got the emergency door opened, helped get the frightened children out, then bandaged up the driver. Help arrived soon afterward, and one of the helpers asked the boy, "How did you manage to do what you did?" "Well," said the boy, "the first time I traveled on that bus, I asked myself, 'What'll you do if we ever have an accident?' I looked around, noticed how the driver operated the motor, read the instructions for opening the emergency door. And then I used my Boy Scout first aid training."

That boy knew what was meant by being prepared: He thought out in advance what might have to be done in case of an accident. He was trained for any emergency that might occur. He acted and did his duty because he was confident of his ability.



THE SCOUT SLOGAN

1 🌿 *Repeat . . . the Scout slogan . . . Explain the meaning . . . in your own words.*

The Scout slogan is DO A GOOD TURN DAILY. This does not mean that you are supposed to do *one* Good Turn during the day and then stop. On the contrary—it means for you to do *at least* one Good Turn a day. It means looking for opportunities to help and then helping, quietly and without boasting.

Some Good Turns are big things—saving a human life at the risk of losing your own . . . rescue work in floods . . . service in hurricane-stricken areas . . . helping to fight a forest fire . . . working with your patrol on a conservation project . . . giving younger boys a good time in Cub Scouting by working as a den chief.

But Good Turns more often are small things, thoughtful things—helping a child cross the street . . . clearing trash off the highway . . . picking up broken glass from the street . . . telephoning the power company to report a live wire.

Remember always that a Good Turn is an *extra* act of kindness—not just something you do because it is good manners.

As a Scout you will learn how to do a great many things that will help you become an outdoorsman. You'll be able to take care of yourself and do GOOD TURNS that deserve capital letters. Big or small, do a Good Turn each day.



SCOUT SIGN

SCOUT SALUTE

OUTWARD SIGNS OF A SCOUT

When you have become a member of the Boy Scouts of America, you show that you belong by using the Scout sign, salute, and handclasp, and by wearing the official uniform and the Scout badge.

2  Give the Scout sign, salute, and handclasp. Explain their meaning.

THE SCOUT SIGN

The Scout sign identifies you as a Scout anywhere in the world. You use it when you give the Scout Oath and Law. When another boy greets you with the Scout sign, you know that he is a member of the world brotherhood of Scouting—you respond by making the Scout sign. Raise your right hand palm forward, with the three middle fingers upward and the thumb covering the nail of the little finger, upper arm straight out to the side, forearm straight up. The three upstretched fingers in the Scout sign—as well as the three fingers held together in the Scout salute and the Scout handclasp—stand for the three parts of the Scout Oath; the thumb and little finger stand for the bond that ties all Scouts together.



SCOUT HANDCLASP

THE SCOUT SALUTE

The Scout salute signifies respect and courtesy. You use it to salute the flag of the United States of America. You give it when you approach a Scout leader and again as you leave him.

To give the Scout salute, place the fingers of your right hand in position as for the Scout sign. Bring the hand smartly up to your head, palm sideways, until your forefinger touches the edge of your cap above the right eye or, if you are capless, your forehead above the right eye. When the salute is completed, snap your hand down quickly to your side.

THE SCOUT HANDCLASP

The Scout handclasp is a token of friendship. That is why it is made with the left hand—the hand nearest to the heart, the hand of friendship.

To give the Scout handclasp, extend your left hand with the three fingers outstretched, the little finger and the thumb spread out. Interlock your fingers with your friend's fingers and clasp his hand firmly.



THE SCOUT UNIFORM

Your uniform is part of the thrill of being a Scout. Put on your uniform and immediately you feel ready for hiking or camping or any of the other vigorous Scouting activities.

It is not absolutely necessary to wear a uniform to prove yourself a Scout. The important point is that you live Scouting in your daily life. And yet, the uniform helps you be a *better* Scout. Dressed as a Scout you want to *act* like one. Besides, a uniform makes Scouting easier for you, because it is comfortable and can stand all kinds of hard use.

What the Uniform Stands For. To many a boy, putting on the Scout uniform for the first time is one of the greatest thrills of his



life. And no wonder, when you think of the significance of that khaki uniform.

First of all, it shows that you *belong*—that you are a member of the largest youth movement the world has ever seen, that more than 9 million boys throughout the world consider you their friend and brother. It represents the spirit of true democracy, bridging the differences between rich and poor, putting all on an equal basis in the feeling of real brotherhood. It also helps build that all-desirable thing—gang spirit—in your patrol and your troop.

But not only that—the uniform is a steady reminder that you have pledged yourself to the same high ideals of living as have your brother Scouts and that dressed as a Scout, you must act as a Scout. It challenges you to do those things that stamp you in the eyes of the world as a real Scout and it keeps reminding you that you have promised *to do your best*.

And finally, the color and design of the cap, the shirt, the shorts or trousers, the stockings, the shoes make the uniform the clothing of the outdoorsman. The khaki color blends with the hues of the forest, making you almost invisible when you track animals or study birds. The design is made for comfort, for great freedom of action, and for health.

Thus, the uniform stands for *brotherhood*, *Scout ideals*, and *outdoor life*. That's why you want to wear it correctly.

The Parts of the Uniform

3a  Describe the parts of the Scout uniform.

The Boy Scout uniform consists of cap or hat, shirt, trousers or shorts, belt, and stockings—all khaki-colored. In cold weather, the long-sleeved shirt and trousers are in order. When the weather is hot, the favorite uniform for hiking and camping is the short-sleeved shirt, shorts, and long stockings.

The triangular neckerchief is the most distinguishing feature of the Scout uniform. Its color tells what troop you belong to. You hold it in place with a slide.

Boy Scout shoes—brown or black—are made of soft leather and have sturdy soles.

How To Get the Uniform. Only Boy Scouts in good standing—boys who are registered with the Boy Scouts of America—have the right to wear the official Boy Scout uniform. Your registration card is proof that you are a member in good standing.

The moment you have been accepted into the troop, you'll want to get a uniform. Ask your Scoutmaster what local dealer is the official Scout distributor. When you have received your Boy Scout registration card, take it with you to the store and get your uniform and the badges you are entitled to wear: community strip, troop numeral, patrol medallion.

Wearing the Uniform

3b  *Tell when and when not to wear the Scout uniform.*

WEAR THE UNIFORM: At all activities of your patrol and troop—meetings, hikes, camps, rallies. When you appear for advancement before a board of review or court of honor. When you take part in a special Scout service for your community. Throughout Boy Scout Week in February.

DO NOT WEAR THE UNIFORM: When you collect funds or take part in a selling campaign. (This does not forbid Scouts in uniform from selling tickets for Scout circuses, rallies, and similar Scouting events, or selling items related to such events.) When you participate in a distinctly political activity. When you appear on the stage professionally (except by special permission).

Care of the Uniform. As a Scout, you are careful of your clothes at all times—your uniform as well as your civilian wear. Fold your uniform carefully after use or hang it on hangers.

Keep your uniform clean and in good repair. Remove spots as soon as possible. If you like, have it dry-cleaned. Otherwise, wash in lukewarm water with a mild soap or detergent and hang up to dry. Pull gently into shape and iron while still slightly damp.



To put on your neckerchief, roll it to 6 inches from the tip. Then place it smoothly around your neck and hold it in place by a slide. Leave ends loose or tie with a slipknot depending on troop's custom. Turn collar of long-sleeved shirt under.



Left Pocket—The embroidered badge of rank is centered on the left pocket. Metal Eagle badge is pinned directly above edge of flap. The service stars that tell your years as a Scout are $\frac{3}{8}$ inch above flap. Webelos badge is centered immediately above lower seam of pocket.

Left Sleeve—Community strip is sewn on in such a way that the top edge touches the shoulder seam. Troop numeral is 2 inches below seam, badge of office 4 inches below seam. Bottom of sleeve is clear.



Right Sleeve—Your patrol medallion goes on the right sleeve, 2 inches below the shoulder seam. At bottom of sleeve, starting 3 inches above edge, you may wear up to six merit badges. If you have more than six, sew them on a sash; wear the sash over your right shoulder.

Right Pocket—Centered on the right pocket you sew any temporary badge you are entitled to wear—such as a summer camp badge. The embroidered "Boy Scouts of America" strip is above the right pocket.



The main part of the Scout badge signifies that a Scout is able to point the right way in life as truly as the compass points it in the field.

SCOUT BADGE

4  *Describe the Scout badge and the meaning of each of its parts.*

The Scout badge was adapted from the north point of the old mariner's compass.

The design is often referred to as a *fleur-de-lis* (lily flower or iris flower), but it goes so far back in history that it is uncertain whether originally it was meant to represent a flower or an arrowhead.

With slight changes, the trefoil Scout badge is used in countries around the world as a mark of the Scout brotherhood of friendliness and good citizenship.



The eagle with the shield is the national emblem of the United States of America. It stands for freedom and readiness to defend that freedom.



The three points, like the three fingers in the Scout sign, stand for the three parts of the Scout Oath to which a boy pledges himself as a Scout.



The stars symbolize the ideals of truth and knowledge of the Scout movement. They guide you by night and suggest a Scout's outdoor life.



The scroll with the Scout motto is turned up at the ends to suggest the corners of a Scout's mouth raised in a smile as he does his duty.



The knot attached to the bottom of the scroll is to remind you that, as a Scout, you have promised to do a Good Turn to someone else every day.



OUR COUNTRY'S FLAG

The flag ceremony is about to start. All the patrols are in line. A signal. "Salute!" And the honor guard hoists the flag of the United States to the peak. With your friends to the right and to the left, you pledge your allegiance to your flag and to your country. And as you look at that flag and think of the pledge you are making, you feel again the thrill of being an American.

That flag is far more than the red, white, and blue cloth of which it is made. It is the symbol of our America. It stands for the past and the present and the future of our country. It stands for our people, our land, and our way of life.

When the Thirteen Original Colonies set out to become a free country close to 200 years ago, their men and women needed a rallying point, a flag.

"We will take the stars and blue union from heaven," the great Washington is reported to have said, "red from our mother country, separating it by white stripes, thus showing that we have separated from her, and the white stripes shall go down to posterity representing liberty."

The Pledge of Allegiance to the Flag of the United States of America

I pledge allegiance to the flag of the United States of America and to the Republic for which it stands, one Nation under God, indivisible, with liberty and justice for all.



During the Revolutionary War, men and women fought under that flag to gain their liberty. Since then, others have fought to keep that liberty. And whenever victory was theirs, they greeted their flag, their throats choked, and their eyes filled with tears of joy.

Possibly no one has better described this emotion than a young American lawyer who watched the bombardment of the American Fort McHenry outside of Baltimore, Maryland, by a British fleet on a September night in 1814. His heart was full of concern for his countrymen, and as morning came, he gazed toward the fort and wondered:

*"O say can you see, by the dawn's early light,
What so proudly we hailed at the twilight's last gleaming,
Whose broad stripes and bright stars through the perilous fight,
O'er the ramparts we watched, were so gallantly streaming?
And the rocket's red glare, the bombs bursting in air,
Gave proof through the night that our flag was still there,
O say does that star-spangled banner yet wave
O'er the land of the free and the home of the brave?"*

The bombardment ended at 8 a.m., September 14, 1814. As the smoke cleared, the young man saw that the flag was still flying



over the fort. In his joy, he found expression for his hope for the future of his country:

*"O thus be it ever when freemen shall stand
Between their loved homes and the war's desolation!
Blest with vict'ry and peace may the heaven rescued land
Praise the Power that hath made and preserved us a nation!
Then conquer we must, when our cause it is just,
And this be our motto—'In God is our trust.'
And the star-spangled banner in triumph shall wave
O'er the land of the free and the home of the brave."*

That day, the young man wrote down what he had felt, a friend had his poem printed, and shortly afterward his words were sung throughout the country. Francis Scott Key had written the song that became our national anthem.

Whenever you hear it played or sung, stand up, salute if you are in uniform, or place your right hand over your heart if you are in civilian clothes—and think of your own future under that Star-Spangled Banner.

The History of Our Flag

5a  *Describe the flag of the United States of America and tell its history in brief.*

The flag of the United States of America of today has 13 stripes—7 red and 6 white—and 50 white stars on a blue field: five rows of 6, four rows of 5. The stripes remind us of the Thirteen Original Colonies that gained us our liberty, the stars represent the States that are bound together into one country.

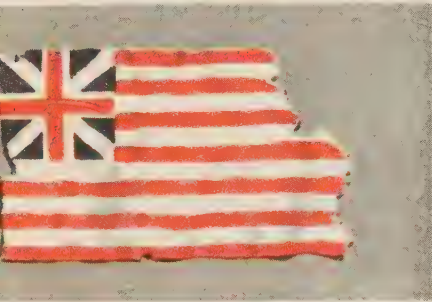
The flag you help hoist at home or over your troop camp grew out of many earlier flags raised in other days over American soil.

The Queen Anne flag waved over the Thirteen American Colonies from 1707 to the Revolution. This was the merchant flag of England—red with a union combining the crosses of St. George and St. Andrew. Before this, other flags had flown over different parts of America—the banner of the Norsemen; the flags of Spain, France, Holland, Sweden; and an earlier English flag.

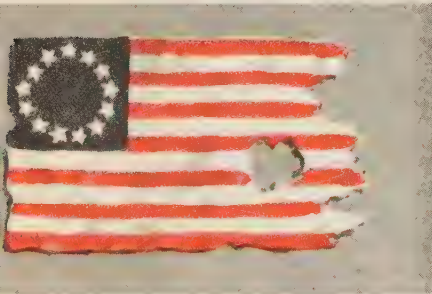
The Grand Union flag was raised over George Washington's



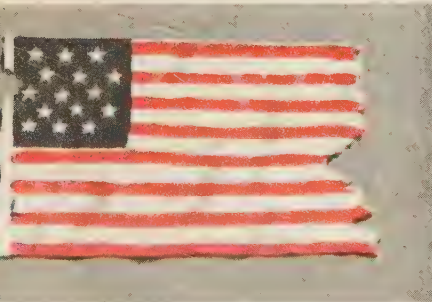
QUEEN ANNE FLAG was red with a blue union with the two crosses of St. George and St. Andrew.



In the GRAND UNION FLAG, 6 white stripes broke the red field into 7 red stripes—making 13 in all.



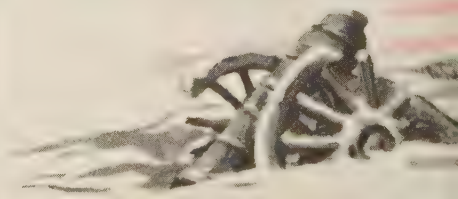
OLD GLORY had 13 stripes and a blue field with 13 stars representing a new and imaginary constellation.



The STAR-SPANGLED BANNER of our national anthem had 15 stripes in it with 15 stars in a blue field.



In 1818, the number of stripes was reduced to 13, and a star was put in the field for each of the 20 States.



headquarters outside of Boston on January 1, 1776. The Revolutionary War had started the year before, and the Colonies needed a flag of their own. The union was the same as that of the Queen Anne flag, but the red field was broken into 7 red stripes by 6 white ones.

Old Glory was the first official flag of the new nation, the United States of America. It was created by a resolution of the Continental Congress in Philadelphia—that the flag of the 13 United States be 13 stripes alternate red and white; that the union be 13 stars, white in the blue field, representing a new constellation. The resolution was passed on June 14, 1777—a date we celebrate every year as Flag Day.

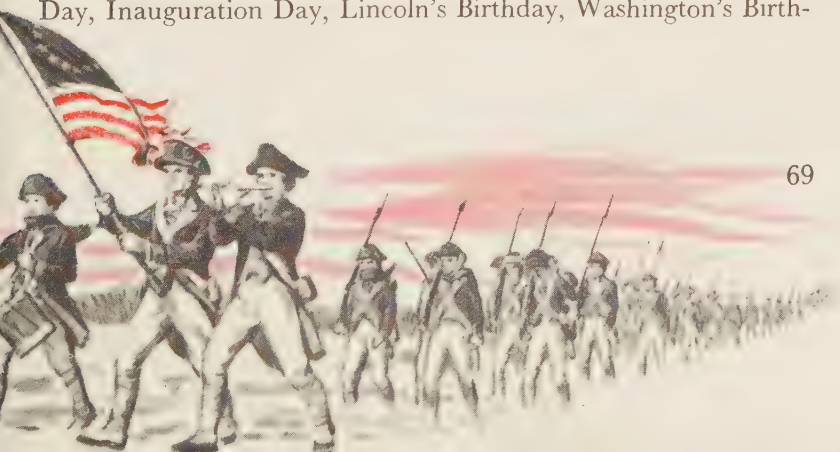
The Star-Spangled Banner that waved over Fort McHenry when it was bombarded, September 13-14, 1814, and inspired Francis Scott Key to write our national anthem had 15 stripes and 15 stars. Two stripes and two stars had been added to the original 13 on May 1, 1795.

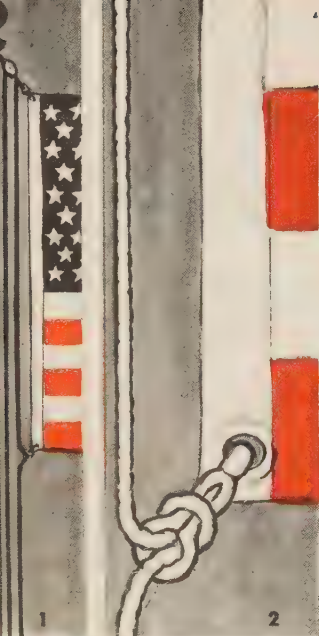
When still more States joined the United States, it was soon found that the flag would get to be an awkward shape if more and still more stripes were added. Therefore, on April 4, 1818, Congress passed a law that restored the design to the original 13 stripes and provided that a star be added to the blue field for each new State.

Respect to Our Flag

5b  *Demonstrate respect for your flag by showing how to hoist, lower, display, fold, and salute it. Tell when to fly it.*

When To Fly the Flag. The flag of the United States should be flown every day when weather permits, especially on New Year's Day, Inauguration Day, Lincoln's Birthday, Washington's Birth-





day, Armed Forces Day, Easter Sunday, Mother's Day, Memorial Day (half-staff until noon, full-staff to sunset), Flag Day, Independence Day, Labor Day, Citizenship Day, Columbus Day, Veterans Day, Thanksgiving Day, Christmas Day; the birthday of states (dates of admission), state holidays.

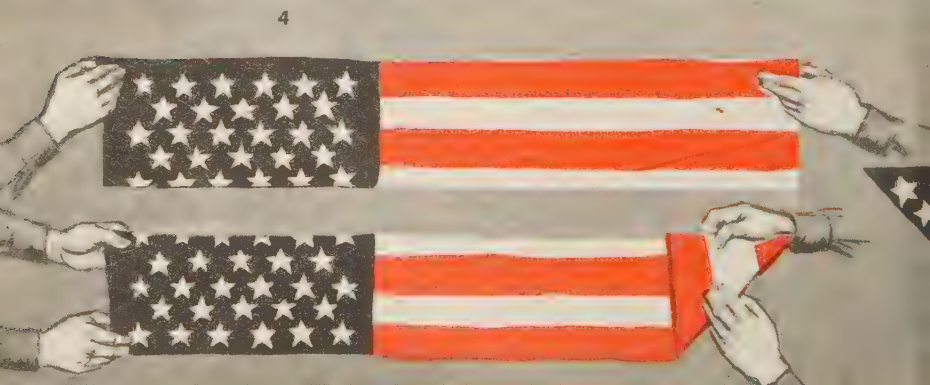
Hoisting and Lowering Our Flag.

Joy is indicated by flying the flag at full-staff (1). You hoist it briskly in the morning, but not earlier than sunrise. You lower it slowly in the evening, but not later than sunset.

Mourning is indicated by flying the flag at half-staff. You hoist it to the peak first, then lower it to half-staff. When ready to take it down, you raise it to the peak, then lower it.

It takes two people to hoist or lower the flag correctly. Take turns at the tasks involved.

In *hoisting*, you hold the flag to prevent it from touching the ground. The other Scout attaches the flag to the line, preferably with snap fasteners (2). He then raises it quickly, keeping it close to the pole by holding the line rather taut (3).



When the flag has left your arms, you step back and come to salute while the person raising the flag fastens the line to the flagpole.

In *lowering*, you salute while the other lowers the flag slowly; then you catch the flag, unfasten it, and help in folding it.

Taking Care of the Flag. The *folding* of the flag is done in a special way (4). First fold it lengthwise in halves, then in quarters, with the blue field on the outside. Now, while you hold it by the blue field, another Scout makes a triangular fold in the opposite end and continues to fold it in triangles until the flag resembles a cocked hat, with only the blue field showing. The flag should be cleaned when soiled, mended when torn. When worn beyond repair, destroy it in a dignified way, preferably by burning.

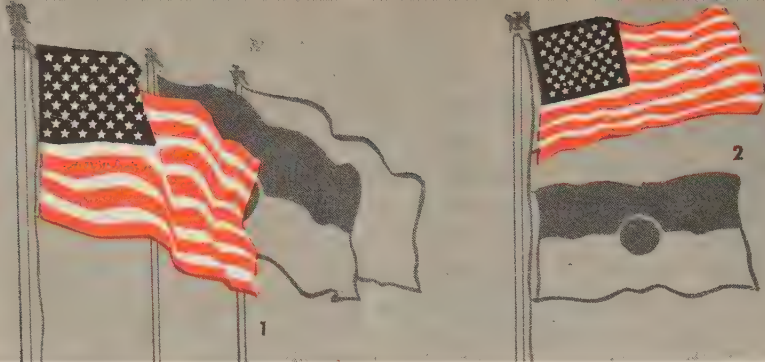
Greeting Our Flag. In *Scout uniform*, with or without the cap, you greet the flag with the Scout salute whenever you see it being hoisted or lowered or when you pass it or are passed by it or when you give the pledge of allegiance to it. In *civilian clothes*, you greet the flag by placing your right hand over your heart.

When you pass the flag, come to salute six steps before you reach it and hold the salute until you are six steps past. When the flag passes you, come to attention and face it. Salute just before the flag reaches the point opposite you and hold the salute until it has passed. In formation, you salute at command of your leader.

When the flag is carried, there should be an honor guard on each side of it. When carried with other flags, the flag should be in front of the others or to the right if the flags are arranged in line.

The flag of the United States is never dipped in salute to any person or thing.





Displaying the Flag. As a Scout you must know the right way to display the flag from a pole or a staff, and on a wall.

Displayed on a flagpole in line with other flags on poles of the same height, the flag of the United States of America goes to its own right (1). It is hoisted first and lowered last.

Hoisted with a troop, city, or state flag, the flag of the United States is at the peak of the flagpole (2).

When displayed from a staff that projects from a window or from the front of a building, the flag goes to the peak of the staff, except when displayed at half-staff (3).

In a church or auditorium, the flag on a staff may be placed to the clergyman's or speaker's right whether the platform or stage he stands on is raised or not (4a). Or it may be placed to the right of the front row of the congregation or audience (4b).

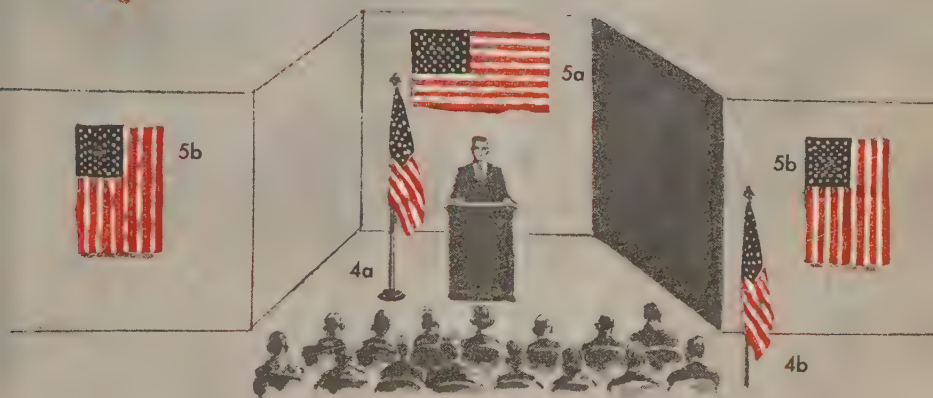
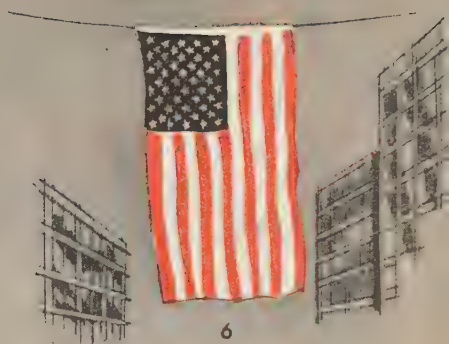
When the flag is hung horizontally (5a) or vertically (5b) on a wall, the union should be to the top, at the flag's own right (to the left as you look at it).

Across a street, the flag is hung vertically with the union to the north in an east-and-west street, to the east in a north-and-south street (6).

Displayed with another flag with staves crossed, the flag of the United States should be on its own right, with its staff in front of the other (7).

In a group of flags on staves, the flag of the United States goes in the center (at the highest point) if its staff is longer than the other staves (8), or if the flags are arranged in a fan shape.

REMEMBER: The flag is never used as drapery (use red, white, and blue bunting instead). Nothing is ever placed on the flag. The flag never touches the ground, the floor, or water under it.





KNOTS

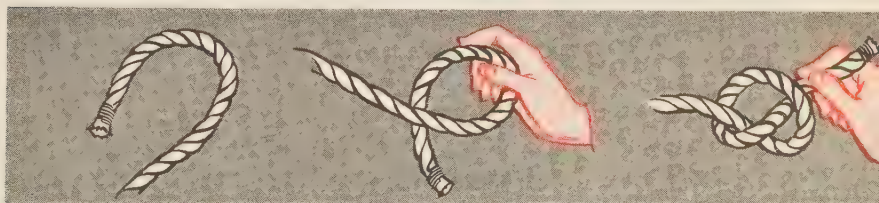
You have probably already used some kind of knot around your home. For Scouting you need to know several more. You use knots in setting up your tent and in making camp gadgets. You use knots in pioneering and boating and canoeing. And someday you may even save a life because you know how to tie the proper knot.

Several years ago, a boy got the foolish notion to climb the rock wall of the Palisades of the Hudson River north of New York City. Halfway up he slipped and landed on a narrow ledge. Some people heard his cries for help and lowered a rope to him. He grabbed it eagerly, and the people began to pull him up. But soon his hands could hold on no longer. He let go of the rope and fell to his death. If his rescuers had been Scouts, he would most likely have been saved. Scouts would have tied a bowline in the end of the rope before lowering it so that the boy could have slipped the loop around his body.

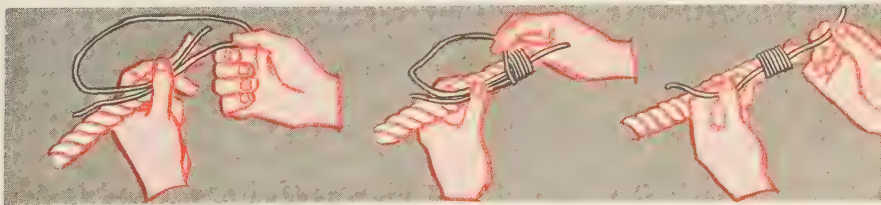
6  *Whip the ends of a rope at least one-quarter inch in diameter. Tie correctly two ropes of the same size together with a square knot. Join two ropes of different sizes with a sheet bend. Tie a rope to a rail with a clove hitch. Attach a rope to a post or rail with two half hitches. Tie a bowline around your waist. Tie a taut-line hitch on a rope under tension.*

The Right Knot for the Right Use. The trick in knot tying is to use the right knot and to tie it correctly. The right knot holds when you want it to hold and unties quickly. The wrong knot may come untied when you put a strain on it or may jam so hard that you can't untie it.

You can teach yourself to tie the Tenderfoot knots by following the drawings carefully. But you will learn them quicker and have more fun if you get one of your patrol members to show you. Use real rope from the start—not string or twine. Get hold of a 6-foot length of $\frac{1}{4}$ -inch rope or larger. Practice tying it to a post and around yourself. To be certain that you really know the knots, try to tie them in the dark. You will not always have a flashlight when you need to tie a knot at night.



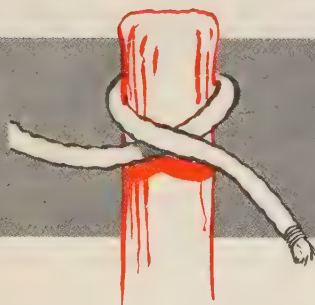
The short, free part of the rope is called the end. The rest of the rope is the standing part. When you bend the end so that it lies beside the standing part, you have a bight. By crossing the end over the standing part you make a loop. If you bring the end through the loop, you have made an overhand knot—or a half hitch if around a post. All knots are made by combining bights, loops, or overhand knots in different ways.



Before using a rope, whip the two ends to keep them from unraveling. To whip the end of a rope, use a piece of twine or cotton fishing line 2 feet long or longer. Make it into a loop and place this at the end of the rope. One-fourth inch from the end begin to wrap the twine tightly around rope. When the whipping is as wide as the rope is thick, pull out the ends hard and trim off the twine. Then whip other end of rope.

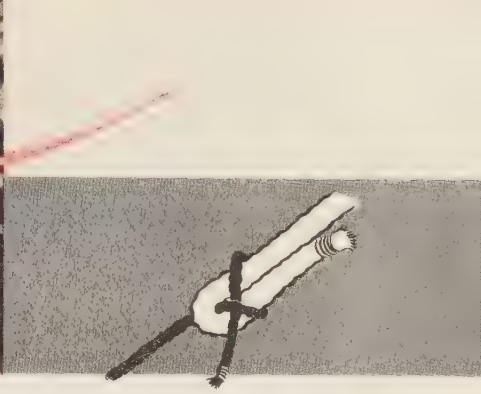


To join two ropes with a **SHEET BEND**, make a bight on one of the ropes—on the heavier one if they are of different thicknesses. Pass the end of the black rope through and around the bight, then follow the red arrow line under the black rope's standing part in the bight.

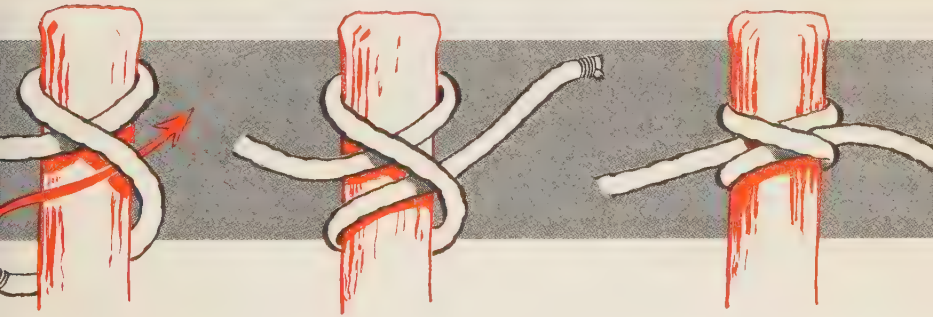


CLOVE HITCH is the most important knot for pioneering. You use it for starting and finishing most lashings that hold poles and timbers together.



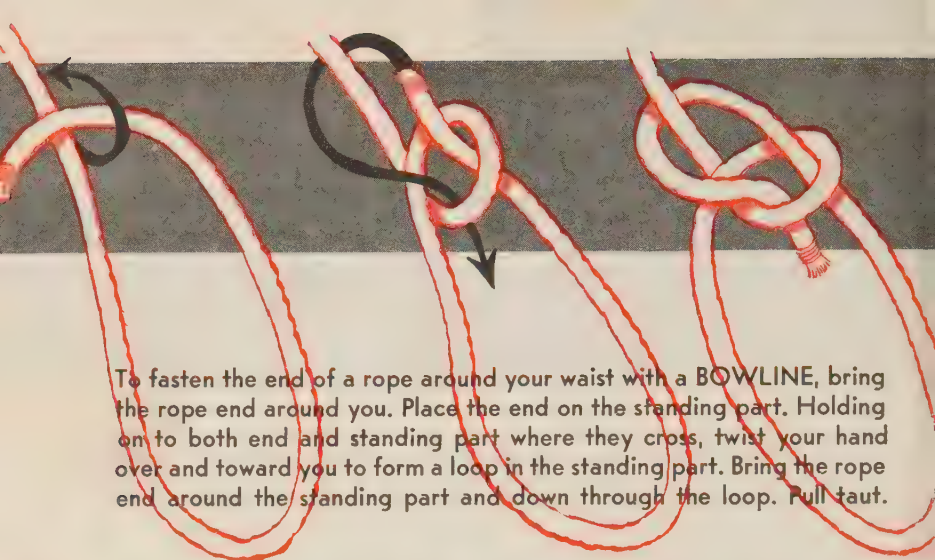


The **SHEET BEND** got its name from "bending" (tying) a "sheet" (a rope that holds a sail in place). A sheet bend is the best knot to tie two ropes together, whether of the same or of different thicknesses. Used for ages to make fishnets; it's also called a "weaver's knot."



To attach a rope to a post or rail with a **CLOVE HITCH**, throw the rope end around the pole and lay it over its own standing part. Bring the rope end once more around the pole. Finish by carrying the end under the rope itself, then tighten the hitch as much as possible. "Hitch" is the name for a knot used for fastening a rope to a post.

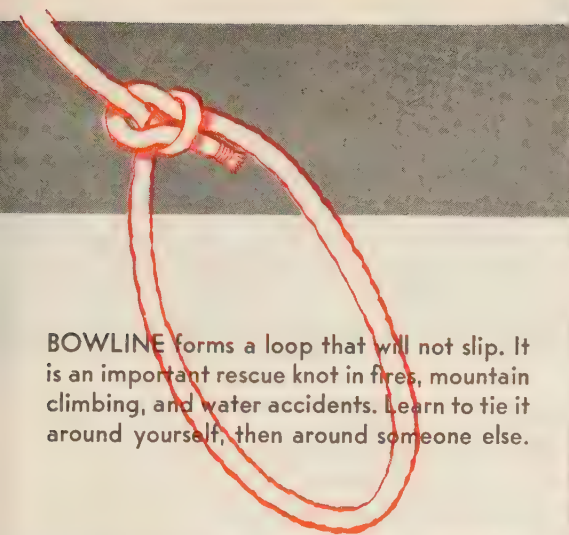




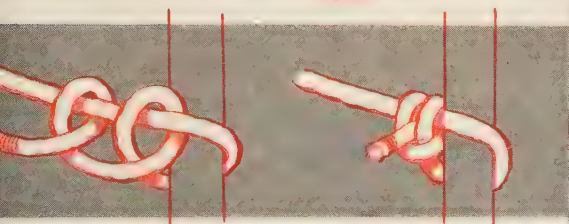
To fasten the end of a rope around your waist with a BOWLINE, bring the rope end around you. Place the end on the standing part. Holding on to both end and standing part where they cross, twist your hand over and toward you to form a loop in the standing part. Bring the rope end around the standing part and down through the loop. Pull taut.



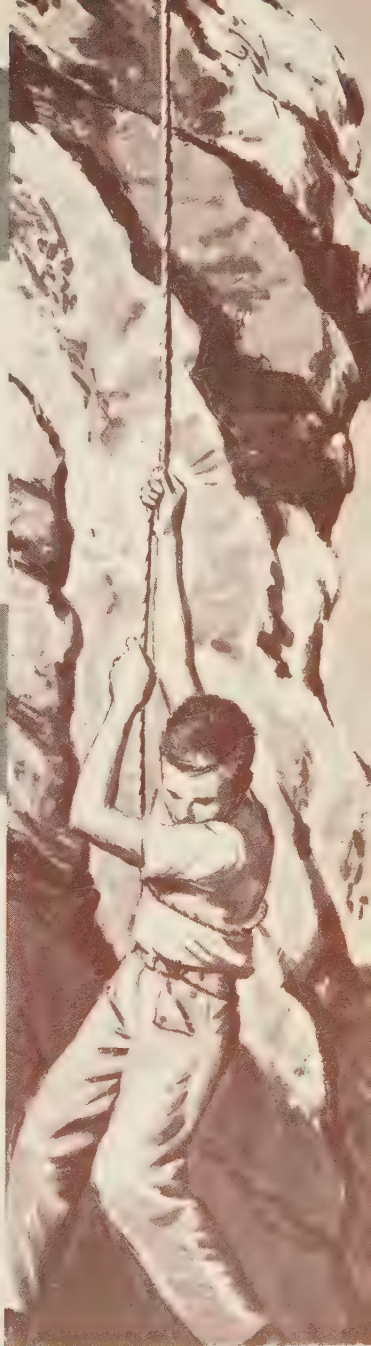
TWO HALF HITCHES is one of the simplest knots for tying a rope—such as a clothesline or the rope ("painter") of a boat—to a pole or a ring. It forms a loop that can be pulled tight yet which is easily loosened again.

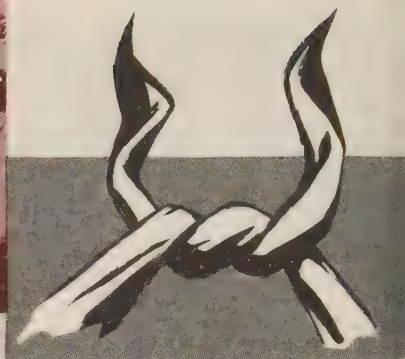


BOWLINE forms a loop that will not slip. It is an important rescue knot in fires, mountain climbing, and water accidents. Learn to tie it around yourself, then around someone else.

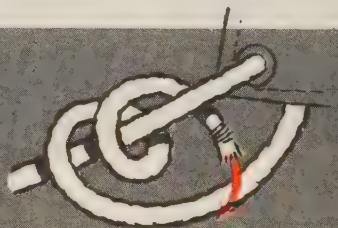


To fasten a rope to a post with **TWO HALF HITCHES**, pass one end of the rope around the post. Bring the rope end over and under its own standing part and through the loop you have formed this way. Do the same once more in front of this first half hitch. Again bring rope end over and under the standing part and through the loop formed.





SQUARE KNOT is fundamentally a binding knot. It is used for tying up bundles and packages. On shipboard it is used for "reefing"—tying up—the sails. This gave it its old name of "reef knot." Its most important use is in first aid, for binding up a wound with a triangular bandage or with a gauze bandage. It holds firmly when it is tied right.

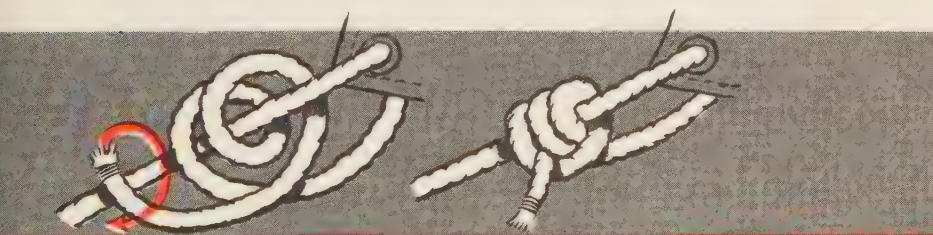


TAUT-LINE HITCH is the best hitch to use for your tent guy lines. It forms a loop that does not slip by itself as long as the rope is taut, yet slips easily when you push knot up or down. It is also important in rescue work when it is necessary to tie a loop on a line that is taut.

To tie a **TAUT-LINE HITCH**, pass the rope through the eye or around the pole to which you want to attach it. Carry rope end around the standing part twice and through the loop thus formed. Then carry the rope end around once this time and pull taut. Finally adjust the knot.



To tie a **SQUARE KNOT**, hold one rope end in one hand, the other rope end in the other. Twist left-hand rope end over, behind, and under the right-hand rope end, and pull taut. Once more twist the same rope end over, behind, and under, and pull taut. When tied correctly, the end of each rope lies next to its own standing part.





Outdoor Code

As an American, I will do my best to—

BE CLEAN IN MY OUTDOOR MANNERS—I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

BE CAREFUL WITH FIRE—I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

BE CONSIDERATE IN THE OUTDOORS—I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

BE CONSERVATION-MINDED—I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.



PROTECT THE OUTDOORS

As a Scout, you will spend much of your life in the open. All of America will lie before you—her forests and fields, her mountains and valleys, her rivers and lakes. The natural resources of our country are yours to enjoy and use wisely.

7  *Read the Outdoor Code. Tell how you will try to use it in the hiking and camping you will do as a Scout.*

Our Natural Resources. The natural resources of a country include its soil and waters, its plants and animals, its minerals. In this respect, America is one of the richest countries in the world.

Our soil gives us food in abundance—bumper crops of corn and wheat and vegetables. Our grasslands teem with cattle that provide us with milk and meat and leather. Our forests give us products that range from the wood we use for building our homes to the maple syrup you pour on your pancakes—but are important also for being a source of pleasure to you and other hikers and campers, for giving food and shelter to wildlife, for regulating the flow of streams and cutting down flood dangers. As far as minerals are concerned, few countries can match the variety and wealth of America in metal ores and coal, oil and natural gas, and many other things.

But soil can be lost if it is not properly cared for, water can be polluted, grasslands and forests and wildlife can be destroyed by fire, minerals can be wasted.

America's natural resources are part of your God-given heritage. It is your duty as a Scout and a citizen to protect them and conserve them—for your own sake and for the sake of every other American.

How can you do it?

You can do it most easily and most effectively by living up to the Outdoor Code developed by the Boy Scouts of America for all Americans. Study it carefully and make up your mind to follow it.

It is easy to live up to this code. It is mostly a matter of doing the thoughtful thing instead of the thoughtless one—picking up trash instead of dropping it, using care with fires, thinking of others before yourself.

Using the Outdoor Code

Be Clean in Your Outdoor Manners. One of the saddest things you can see in the outdoors is a beautiful countryside scarred with pieces of papers, empty cigarette wrappers, sodden cardboard containers, rusting tin cans, broken bottles. Few Americans would think of strewing this kind of trash around in their own living rooms. Yet many of them think nothing of strewing it in the “living room” that belongs to all of us—our country’s great outdoors.

Rubbish has no place in the American landscape. If you suffer from the sad “dropping habit” that so many Americans have, get rid of it! Make up your mind from your earliest days as a Scout to hike and to camp without leaving a trace of rubbish behind.

When hiking, put sandwich papers, candy wrappers, and similar “pocket trash” in your pocket until you can throw them into a waste container or into your waste-paper basket at home.

When camping, get rid of burnable garbage by burning and carry unburnable garbage out with you to be deposited in the nearest waste container. Never break bottles and never throw them in the fire. Never throw cans about and never bury them—if buried, animals dig them up in short order. Instead, deposit bottles, jars, and cans in a waste container. If none is at hand, take them with you in a tote-litter bag.

Before starting a fire, the real outdoorsman prepares the spot so that he is positive the fire cannot spread.



Be Careful With Fire. Each year in our country more than 9 million acres of woodlands and grasslands are laid waste by fire. Just imagine: an area the size of Massachusetts and New Jersey together destroyed by fire in a single year! Imagine a whole state going up in flames because of some people's carelessness with fires in the open!

You would certainly not want to be the cause of any of this destruction. If you have occasion to build a fire in the outdoors, you will want to make certain that your fire is a **SAFE** fire.

PREPARING THE FIRE SITE—Build a fire only on a spot where you have complete control over it and from which it cannot spread. To be certain, clean the site down to mineral ground—sand, gravel, clay, or rock—and clear it for a diameter of 10 feet of any material that may catch fire from a flying spark—dry grass, dry leaves and twigs, pine needles, and the like.

MAKING THE FIRE—Make a small fire, just big enough for the job it has to do.

After a Scout has lit a fire, he doesn't casually throw away the match—first he breaks it in two. The breaking itself is not the point—the point is that you can't break a match without touching the burned part, and you will then know quickly enough whether the match is **OUT** or not.

From the moment a fire is lit until it is extinguished, someone must watch it to be positive that it does not get out of control. To be extra safe, have a container of water near the fire.

EXTINGUISHING THE FIRE—When you no longer need the fire, extinguish it. A fire is not extinguished when it is "just" out—it must be **DEAD** out! Sprinkle water on the embers. Stir the wetted-

Make a small fire and put it
out completely after using it.



down embers with a stick and sprinkle again. Turn over half-burned twigs and wet them down on all sides. Wet the ground around the fire.

If water is scarce, work mineral dirt into the ashes, then stir and stir again until the last ember is out. Test for this with your hand. A fire is not OUT until the last spark has been KILLED.

Some campers place two small sticks crosswise over the dead ashes of their fire to show that it was out when they left. It is even better to dig the wet ashes into the ground and make the spot look natural again.

Be Considerate in the Outdoors. When hiking and camping, treat property and other people the way you would want to have your own property treated and the way you would like to be treated by other people. Be considerate, in your behavior, of other people's feelings and desire for privacy. Never trespass on private property. If you would like to hike across somebody's land, get the owner's permission—he will probably gladly give it to you.

Wherever you go camping you are on somebody's property. On private land you'll ask for permission and will live up to any restrictions the owner may place on the use of his grounds. On camp property belonging to your local Boy Scout council you are on land of which you are part owner—your local council is yourself and all the other Scouts and leaders of your community—so, of course, you will want to treat it right. In State and National parks you are part owner, too, with 200 million other Americans. Here again, you will want to treat the property well.



Be Conservation-Minded. The more you travel in the outdoors, the more will grow your desire to protect our natural resources for your own use and for the future and to do your part in their conservation.

Some kids who don't know any better start hacking the moment they carry a knife or an ax out in the open. They don't realize that a scar into the bark of a tree is like a wound into the skin of a human being: Various diseases may enter into the scar and eventually kill the tree.

Fortunately, a boy who becomes a Scout has another idea. He never harms a tree. If he needs wood for a fire, he looks for dead branches and twigs. If he needs a pole for a tent or a camp structure, he cuts it by permission only and then in such a way that the cutting will improve the woods rather than detract from them.

Similarly, he does not disturb the soil unnecessarily. If he has to dig up sod to clear a spot for his fire, he replaces the sod carefully afterward.

After once becoming conservation-minded, you will want to swing into action in the conservation activities planned by your patrol and troop. You may then have a chance to help plant a thousand trees, to improve a brook for trout, to save a streambank from washing away, to put up brush shelters for rabbits and other small animals and many other things.



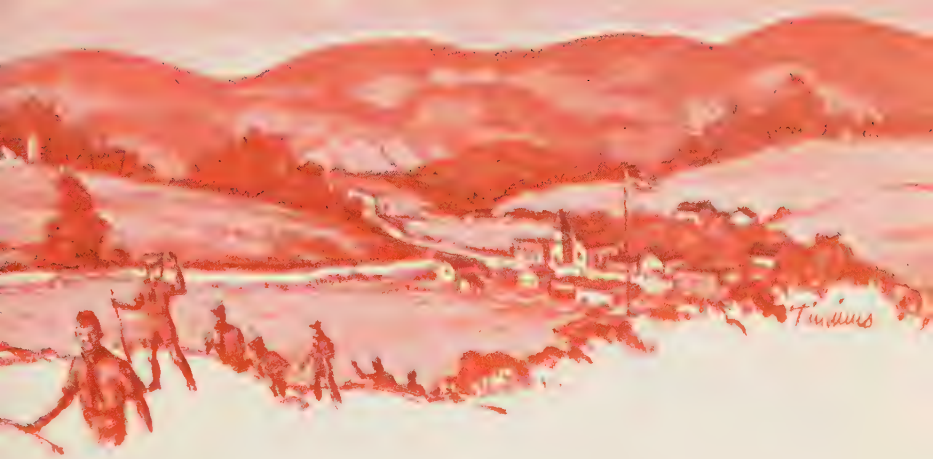
YOUR LIFE IN SCOUTING

A few years from now you'll be a man—and every real man wants to make good. The skills you learn will count a lot. So will your enthusiasm and initiative. But one of the most important things will be your ability to work with other people. In Scouting you have a wonderful chance for learning what teamwork means as you live your Scouting life in patrol and troop.

YOUR BOY SCOUT PATROL

The Scout patrol is the finest boys' gang in all the world. The patrol is the unit that makes Scouting go. It is a group of boys, usually six to eight, who pal together because they like to do the same things.

A patrol is a team, with all the fellows playing the game of Scouting, with all of you working toward the same goal, with all of you having a whale of a good time. And why shouldn't you? In the patrol you learn what fun it is to go hiking and camping with



your best friends . . . to build your own fire and cook your own food . . . to swim, to dive, to paddle a canoe . . . to live your life according to the Scout code . . . to sit around a glowing campfire.

Your Patrol Leader. Naturally, no gang of boys can turn into a good Scout patrol unless it has a good leader. So the fellows make sure to choose the Scout they respect the most as their patrol leader—one who has the energy and will to work and the enthusiasm to make the patrol the finest ever.

The patrol leader is responsible for what happens in the patrol. He says to the rest of the gang, “Come on, let’s go!” and starts off. He leads the patrol at patrol and troop meetings, on hiking and camping trips. He suggests Good Turns for all of you to do, thinks up ways for his fellows to get somewhere in Scouting.

It is up to all of you in the patrol to follow your patrol leader through thick and thin. You’ve got to stick together for the good of the patrol. At times you must be willing to give up cheerfully some of your own comforts if it will benefit the patrol.



To help him do his job, the patrol leader picks the best-fitted Scout for assistant patrol leader. The assistant takes over the leadership when the patrol leader cannot be there.

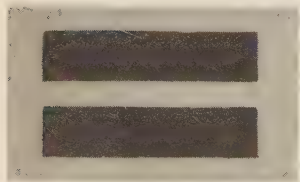
There is a job for everyone in the patrol—for you, too, even if you are just joining. One fellow is the patrol scribe who writes up the record of the patrol in the patrol's history book. Another is the patrol treasurer who collects dues and keeps the money score. The patrol quartermaster has charge of patrol equipment, and the patrol's hikemaster, grubmaster, and cheermaster help make every hike and camp a success.

8a  *Explain the name of the patrol you will join and give its call or yell.*

The Name of Your Patrol. Every patrol has a name of its own. If you join an old patrol its name will have a lot of history and tradition behind it. You bet! Every fellow will be proud of it. A new patrol, on the other hand, spends a lot of time discussing a name before deciding on one that will really fit.

Most patrols pick the names of animals or birds. Those names have the real flavor of the out-of-doors. A Maine patrol that has tracked a moose on a nature hike may decide to become the Moose Patrol, while a Florida patrol may call itself the Alligators.

Or how do names like Diving Seal Patrol, Roaming Buffaloes, Speedy Beavers, or Silent Panthers strike you? Naturally you'll expect the Seals to be experts at swimming, the Buffaloes real



The patrol leader's badge has two green stripes, the assistant patrol leader's has one. That's why these leaders are often referred to as "Green Bar Men."



NAME OF MY PATROL IS

MY PATROL CALL IS

PATROL NAMES AND CALLS

Alligator	Grunting hiss
Antelope	Shrill snort
Bat	High squeak
Bear	Deep growl
Beaver	Clap hands sharply once
Bob White	"Bob-bob-white"
Buffalo	Lowling "Um-mooww"
Crow	"Caw-caw-caw"
Cuckoo	"Cook-koo"
Eagle	Shrill "Kreeee"
Flaming Arrow	"Whsssss"
Fox	Sharp bark
Hawk	High shrill whistle
Moose	"Oh-ah, oh-ah, oh-ahhh"
Owl	Loud "Coo"
Panther	"Keeook"
Pelican	"Clap-clap-clap"
Pine Tree	Whistle imitating wind
Raccoon	Thin whine "Mm-mmm"
Rattlesnake	Rattle pebbles in can
Raven	"Kar-kaw"
Seal	Sharp bark
Whippoorwill	"Whip-poor-will"
Wolf	Loud howl "Hoo-ooo"

For other names make up your own patrol call.



hikers, the Beavers tops at pioneering, the Panthers masters in stalking. Something to aim for!

Patrol Flag and Emblem. Your patrol has a flag that displays the emblem or “totem” of your patrol. The best kind of patrol flag is one the gang has made itself—from the first idea of its design to the special secret marks on it. How proud you feel as you carry it on the hike or see it fluttering in the breeze over your patrol camp!

You wear the patrol emblem on the medallion on your right sleeve for the same reason—to show your pride in your patrol, to tell the world where you belong and what you stand for. Probably you also stencil your emblem on your pack, your tent, and other camping gear. You learn to draw the patrol emblem with a few quick strokes and add your “totem” to your signature whenever you sign your name.

The best patrol in the troop—you’re part of it!

Patrol Call. Your patrol has a call—the cry of your patrol animal. As a Moose or a Hawk or a Fox or an Owl, you use the call of your namesake—the bellow of the moose, the whistle of the hawk, the bark of the fox, the hoot of the owl. Even if the gang is not named for an animal, you will still have an animal call for



At patrol meetings, you help plan for the great activities you want to have in Scouting.



a patrol call. Indians used animal sounds for warnings; explorers attract the animals they want to study by imitating their calls.

The patrol call is meant to be used. You give the call softly under your buddy's window, and he quickly joins you. In deep woods, your patrol leader sounds the call for the gang to gather—the fellows in the patrol know what is up while others will think that it is just one of the natural calls of the woods.

8b  *Discuss the importance of your patrol to your Scout activities.*

Patrol Doings. An honest-to-goodness, live-wire patrol does plenty of things on its own. It always has a lot of interesting plans underway, whether patrol meetings, hikes, camps, Good Turns, stunts, making tents, fixing up a patrol den.

Patrol meetings are held regularly in the homes of the members, in the patrol's own den, or in the troop meeting room. The meetings are planned in advance by the patrol leader with the help of the rest of the patrol, and there's something for everyone to do.

It is at patrol meetings that you fellows help each other advance in Scoutcraft. It is here that all the great things you want to do are decided on. It is here that your friendships grow.

The good patrol, under a trained leader, has its own patrol hikes and camps from time to time. Those hikes and camps are the high spots in the patrol's life. It is around the fires of the gang that patrol spirit reaches its peak, where each of you comes closest to the heart of Scouting.

The patrol flag follows the good patrol wherever it goes—on hikes and camps.



YOUR BOY SCOUT TROOP

The patrol does not stand alone. It is part of the troop. And just as certainly as the patrol belongs to the fellows in it, the troop belongs to the three or four or more patrols that make it up.

Around your neck you wear the neckerchief in your troop's colors. On your left sleeve you wear the troop number. Every Scout is proud of his troop. Every Scout does his best so that the troop, in turn, will be proud of him. For years to come, you'll be a member of that good old troop; and, while living in it, you'll build memories that will last a lifetime—of troop songs around the fire on a cold winter's night, swims at camp, treasure hunts, father-and-son camps, parents' nights, courts of honor, troop Halloween parties, Thanksgiving Good Turns!

The way in which you make certain of that kind of memories is by getting behind the troop leaders and backing them up in their work to make your troop the very best.

Your Troop Leaders. Now, who are your troop leaders?

First, there's your Scoutmaster. What a wonderful man he is! He spends hours figuring out how to give you fun and adventure in your troop. He takes special training to learn exciting new things for you to do. He is present at every troop meeting and goes hiking and camping with the troop. He is the friend to whom you can always turn for advice. He coaches the patrol leaders. Why does he do all this? Because he believes in Scouting, because he likes boys and wants to help them become real men.

Your assistant Scoutmasters help your Scoutmaster and take charge of the troop when needed. Like the Scoutmaster, they spend a great deal of time in training and planning and working in your behalf. A patrol dad may be helping your patrol.

Then there's the senior patrol leader who helps all the patrols with their program and is generally in charge of troop meetings, and the junior assistant Scoutmasters who are responsible for special activities such as games and contests.

Behind these leaders is a group of men—the troop committee—responsible for the troop's welfare and ready to help it. And behind these, in turn, is the chartered institution—the church or syna-

gogue, school, or service club—that has accepted the Scouting program as one of its ways of helping boys.

The Patrol Leaders' Council. The activities of the whole troop are planned by the patrol leaders' council. This council is made up of the patrol leaders, the senior patrol leader, and the Scout-master. Other leaders may be invited if their help is required.

It is through this council that the boy leaders assume their responsibilities for running the troop and get the training they need to make their patrols efficient. The patrol leaders' council meets every month to arrange the details of troop meetings, hikes, and camps. Before each council meeting, your patrol leader talks over with the patrol what ideas you have, then brings them with him to the meeting to pass on to the other leaders.

Troop Doings. All the patrols of the troop get together regularly at troop meetings. In some cases, troop meetings are held every week. Other troops may meet twice a month.

Troop meetings are taken up with games—some for training, some just for fun—and with contests between patrols so that you have a chance to show how good you are. Demonstrations and instruction in different kinds of Scoutcraft are also parts of the troop meeting. So are songs, stunts, and ceremonies.

On troop hikes and in troop camps, every fellow learns how to take care of himself in the outdoors in all kinds of weather, and the patrols become skilled and self-reliant.

It is by taking part in all the activities of your troop and your patrol that you learn to be a Scout.

Summer camp with the troop—that's an adventure all Scouts look forward to.





YOUR ADVANCEMENT

Hundreds of years ago, an old Chinese philosopher said, "A journey of a thousand miles starts with but a single step." The same holds true in Scouting.

Becoming a Tenderfoot Scout is but your first single step in Scouting. There are many other steps you need to take before you can prove yourself a real Scout.

You will be encouraged in taking all of these steps through the special advancement program of Scouting.

Advancement in Scouting. The advancement program of Scouting provides a forward-moving series of tests. It sets standards for passing them. It offers awards to the Scouts who master them, in the form of special badges. As long as you are just a Tenderfoot Scout, that badge is only part of the complete Scout badge—the upper, three-pointed part. When you pass other tests, you are granted the right to wear, first, the scroll that shows that you are a Second Class Scout and, next, the complete badge that tells you have reached First Class Scout rank. And this is only the beginning. The ranks of Star, Life, and Eagle lie ahead.

Scout advancement is something very special. In most other kinds of learning, you are taught in a class, doing a certain amount of work in a certain length of time. In such a class the brighter boys are held back by those less bright, and the slower boys are pushed ahead faster than they are able to grasp the subject. In Scout advancement, on the other hand, each boy proceeds at his



As you advance in Scouting, the badges on your uniform change—from the parts of the Scout badge to the full badge for First Class.

own speed. Your rate of advancement depends entirely on your ability and interest and ambition.

How To Advance. As you study the tests for the different ranks, you will see that there is a certain pattern to them. For all ranks, you are required to show a good attendance record. You are required to master certain skills. You must show that you know the ideals of Scouting and are trying to live up to them.

By taking part in all the regularly scheduled activities of your patrol and troop, and by living Scouting in your daily life, you can't help but learn the skills and meet most of the other tests. But you need to make an extra effort to wind up the final tests each time you want to reach a higher rank.

Make up your mind that you want to get as much out of Scouting as Scouting has to offer. Make up your mind to move as far up in Scouting as your ability permits. But most important in these decisions: Make up your mind right now to take your next step in Scouting—from Tenderfoot to Second Class—as quickly as possible.

9 ♣ *Review briefly the things you will do to become a Second Class Scout.*

Onward to Second Class. Read carefully the description on page 101 of what you have to do to become a Second Class Scout and study the tests on pages 102 to 105. Then set out to pass them!

**ON THE HIKING TRAIL TO
SECOND CLASS**





MY SECOND CLASS SCORE

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*Only two needed.

how to become a

SECOND CLASS SCOUT



A hundred years ago, when the far West was being settled, adventurous young men with courage arrived from the East eager to make a new kind of life for themselves. The old-timers, already hardened to the roughness of pioneer life, called them “tenderfoots”—their feet were still smarting from the long trek, their bodies still soft.

The newcomers didn’t care much for the name of “tenderfoot.” To get rid of it they quickly set out to prove that they had what it takes, by turning themselves into first-class lumbermen or miners or cattlemen.

It’s the same in Scouting. In the beginning, you’re just a Tenderfoot Boy Scout. No Scout—and certainly not you—wants to stay “tenderfoot” for long. You want to prove yourself first class in every way—in the way you fit in with the gang, in the skills you learn, in the spirit you pick up.

A jump directly from “tenderfoot” to “first class” would be quite a jump! That’s why Scouting provides you with an in-between stage. From Tenderfoot you advance to Second Class, and only then reach for the higher goal of First Class.

What You Have To Do. Aim to become a Second Class Scout as quickly as possible after you have joined the Boy Scouts. If you can manage to do it in the minimum time that is required, of 1 month, by all means do so. If not, set a date for yourself not long afterward for getting the tests passed. You will discover that it is easy to pass them once you have made up your mind.

To become a Second Class Scout you must, first of all, show that you intend to be an *active* Scout. You do this by taking part, regularly and wholeheartedly, in all the activities of your patrol and your troop and by doing your share to make each of these activities a success.

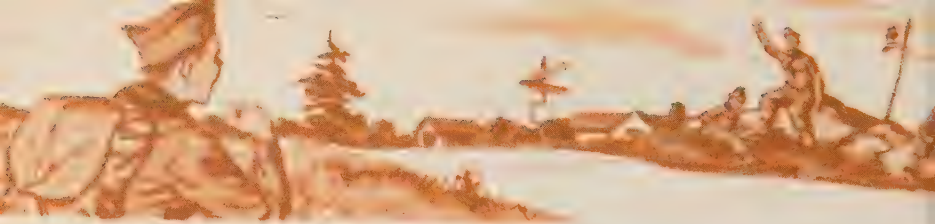
Then there are certain Scoutcraft skills you have to master. The skills for becoming a Second Class Scout are hiking skills. You'll pick them up easily on the hikes of your patrol and your troop. You'll learn to prepare yourself for safe hiking, to find your way through woods and fields, to track and stalk an animal, to cook a meal in the open, to handle an emergency, to have fun in the out-of-doors.

As you live the life of a Scout in patrol and troop, you'll soon catch the spirit of Scouting. The Scout Law will become your code of conduct in your everyday life. The Scout motto will be your spur to learning. The Scout slogan will inspire you to do your daily Good Turn. You will learn to show your Scout spirit by your actions—in the way you act at home, in your school, your church, your community.

Review and Award. When your Scoutmaster is satisfied that you have passed all the Second Class tests, he arranges for you to meet with your troop board of review. This board consists of at least three members of your troop committee. Their job is to make sure that standards have been maintained and that you have passed all the tests. The board of review then determines whether you are qualified for advancement in rank.

At an early troop meeting, your Scoutmaster arranges for a court of honor ceremony.

The Tenderfoot badge disappears from your shirt pocket. The Second Class badge takes its place. Congratulations!



S E C O N D C

To become a Second Class Scout, you must show by your attendance record that you have been active in troop and patrol meetings and activities for at least 1 month since becoming a Tenderfoot Scout. While a Tenderfoot Scout, do the following:

1. Tell what precautions must be taken for safe hiking.
2. (a) Take three hikes, each on a different day, of not less than 5 miles each with your troop, your patrol, an adult, or another Scout who is at least Second Class. (b) Before each hike, submit a hike plan for approval (unless this is a troop hike) to your Scoutmaster or an adult assigned by him. (c) Before leaving on each of these hikes, present yourself (to your hike leader or companion) for inspection suitably clothed for the locality, season, and weather and equipped for the occasion. (d) On each of these hikes, observe proper hike precautions. (It is suggested that Tests 5, 7, and 10 be completed on these hikes.)

If a physician certifies that the Scout's physical condition for an indeterminable time does not permit the Second Class test hike, the advancement committee of the local council may authorize the following substitution for the hike: the requirements for any one outdoor merit badge of a comparable nature that the Scout is capable of meeting.



I S S T E S T S

In EACH case, application for a substitution must be made in advance by the Scoutmaster to the advancement committee on a special standard form provided for this purpose: Application for Substitution for Basic Scout Requirements, No. 4434, and the specific substitution must be approved in writing by the committee, after thorough review. A boy, to become an Eagle Scout, must meet all requirements or qualify using Application for Alternate Eagle Requirements, No. 6101.

3. Identify on a topographic map at least 10 different map symbols including contour lines.
4. (a) Explain how a compass works. Give its eight principal points. (b) Set a compass and use it to read at least three bearings in degrees.
5. (a) Show how to orient a map. (b) Use a map (preferably a topographic map) and a compass to follow, far enough to prove your ability, a route indicated on the map.
6. (a) Explain how to keep from getting lost. (b) Explain what you would do if you did become lost.



7. (a) Identify local plants that may cause skin poisoning. (b) Find in the field 10 different kinds of wildlife (mammals, birds, reptiles, amphibians, fish, insects) or evidence of them. Tell what they are, describe the natural surroundings where each was found, and explain how this wildlife depends on plants.
8. Do two of the following:
 - (a) Follow for a half mile a trail made with trail signs or by a person wearing tracking irons or dragging a whifflepoof.
 - (b) Follow for a quarter mile the track of a person or animal in soft ground or snow, reading the main meaning of the track.
 - (c) Follow another Scout who knows that you are stalking him for a distance of a half mile, without being seen by him.
9. Correctly sharpen a knife and ax and give rules for their safe use.
10. (a) Use an ax correctly to prepare kindling or fuel wood. (b) Build a fire on a safe spot using not more than two matches. On this fire, (c) cook—without utensils—a meal from raw meat (or fish or poultry) and at least one raw vegetable. (d) Properly dispose of garbage, put out your fire, and clean up the cooking area.

The term "without utensils" means without such items as cook kits, foil, tin cans, and other items manufactured



for cooking purposes. Native materials such as kabob sticks, greenstick broilers, etc., may be used where permissible.

11. (a) Tell how, in an emergency, you would reach a doctor or a hospital. (b) Explain what first aid is and tell how to act in case of an accident. (c) Show how to handle "hurry cases" of arterial bleeding and stopped breathing, and tell what to do for poisoning by mouth. (d) Demonstrate first aid for shock and fainting. (e) On yourself, show what to do for cuts and scratches, burns and scalds, blister on heel, bites or stings of insects and chiggers and ticks, skin poisoning from poison plants, sprained ankle, object in eye, nosebleed. (f) Show how to sterilize a dressing.

12. After completing the above tests, meet with your Scoutmaster (or an adult assigned by him) in a personal conference. At this meeting, complete to his satisfaction the following:

(a) Discuss your ideas about the meaning of the Scout Oath (or Promise), the Law, motto, and slogan; and give examples to show that you do your best to live up to these ideals in your daily activities.

(b) Describe several Good Turns you have done and explain how you think they helped others.

(c) Look over the tests for First Class and discuss how you intend to progress toward that rank.



YOUR LIFE AS A SCOUT

America is a democracy in which every citizen plays an important part. It is by teamwork that America has grown strong. It is by teamwork that it will remain strong. Similarly, it is by working and playing with your fellow Scouts as an active member of a team that you will learn to be a real Scout and, in the process, will help strengthen your patrol and your troop.

To become a Second Class Scout, you must show by your attendance record that you have been active in patrol and troop meetings and activities for at least 1 month since becoming a Tenderfoot Scout.

Your Life in Your Patrol. Take a good look at that word “teamwork.” It is made up of two little words that go back to Anglo-Saxon days: “team” and “work.” “Work” has always meant just that, although it was originally spelled “weorc.” But “team” we are not so sure of—it may have come from “team” which means “family” or from “teon” which means “to pull.” By taking both of these old meanings, you have the perfect definition for “team”—“a family pulling together.”

That’s exactly what a Boy Scout patrol is: a family and a small democracy in which you have rights and duties.



Here you practice being a good citizen by working with others for everyone's good. Here you learn to respect the opinions of others. Here you show your loyalty and helpfulness and sense of fair play.

Every week, probably, you will meet with your patrol—alone or with other patrols for troop activities: meetings, hikes, camps, service projects.

Help make your patrol good. A good patrol is one in which there is full attendance, in which everyone takes an eager part in everything that is planned. When the gang sets a date and a time for a hike or a camp or for getting a job done, be there, on the dot, rain or shine. A “sunshine Scout” isn’t of much value to a patrol or to himself. It’s the “all-weather Scout” who makes a patrol hum and, at the same time, helps himself grow into an all-round boy.

Most patrol activities are planned by the whole gang. Your patrol leader is full of ideas—that’s one of the reasons why he was chosen. He will suggest things to do, you will all be in on deciding and will all pitch in on whatever is decided.

But remember that your patrol leader is not the only fellow with ideas—each of you has a chance to suggest things that will keep the patrol rolling.

If you have an idea, give it. Your first idea may not be accepted by the gang, but someday you’ll come up with one.

Set out to advance in rank at a steady rate. Become Second Class as soon as possible, work toward First Class, earn merit badges. It is only when every member of the gang keeps moving ahead that you'll have the kind of patrol you'll all be proud of.

Accept whatever patrol duties may come your way and carry them out to the best of your ability. If you have some special skill, the fellows may elect you for a patrol job: scribe, treasurer, hikemaster, grubmaster. If you show real leadership ability, they may even select you, someday, to be patrol leader.

Be on the lookout always to keep your patrol strong by bringing new boys into it. You may have a friend who should be a Scout. Invite him to visit the gang. If he joins, help your patrol leader get him ready for his Tenderfoot tests.

Many ambitious patrols make their own camp equipment and earn the money for buying things they can't make. You will get an extra thrill out of sleeping in a tent you helped make or swinging an ax you helped buy.

Give your patrol the best that is in you. Be proud of your patrol—and your patrol will be proud of you.

Your Life in Your Troop. What goes for the patrol goes for the troop as well.

"A chain is as strong as its weakest link." A troop is as strong as its weakest patrol.

Give your Scoutmaster and the other troop leaders your 100 percent cooperation. They plan and work to help you grow into strong manhood. Make use of all the opportunities they give you by taking part faithfully and enthusiastically in all troop activities.

Swing into action with the gang in every activity planned by the troop.



Come to troop meetings promptly and swing into games and contests and projects with all the energy and enthusiasm you have. Show up for a troop hike on time no matter what kind of weather. Aim to become one of the troop's best outdoorsmen.

Do Your Share—and Then Some! Your troop leaders may call on volunteers from time to time to get a special service job done. Step forward without hesitation—you'll have company.

Your patrol leaders' council may plan a service project that will require the efforts of the whole troop—a project in conservation, for instance, to improve a streambank or your favorite campsite. Get in there with the gang and get the job done.

A National Good Turn may be coming up. By joining in with the rest of the fellows, you'll get the work done in a hurry; and you'll feel good about helping your country and yourself at the same time.

The big thing to remember all the way through is that what happens in the patrol and in the troop—whether meetings or hikes or camps or service projects—happens because of **YOU** and other fellows like you. But keep in mind also that your patrol and your troop—yes, our whole Boy Scout movement—succeeds because of **YOU** and fellows like you.

Scouting is for **YOU** and *with* **YOU**. You will get as much out of it as you put into it.

Do your share to turn your patrol into the best outfit in the troop.





LET'S GO HIKING

Why hike? Because you are an American boy! Because roaming is in your blood and hiking gives you an outlet for your roving spirit.

The Revolutionary War that gained America her independence was a hiking war, and the whole vast country that is ours today was won by hikers. The early settlers for a while stayed close to the eastern shore of America. But the more adventure-some among them struck out for the unknown. Men and women, boys and girls, left the safety of the East and hiked westward through forests and over mountains, across prairies and plains and deserts and still more mountains—until the American dream spanned the continent from the wide Atlantic to the blue Pacific.

And as they traveled, they conquered every obstacle in their way with the same woodsmen's tools that Scouts use today, with the same pioneering skills that Scouts practice today, with the same steadfast spirit that Scouts show today.

There's adventure in hiking—following the trails of those who built America, penetrating what is left of its wilderness, and getting to know your country—its valleys and hills, its forests and plains, its rivers and lakes.



But there is more than adventure in hiking—there is health in it too. Hiking is one of the best exercises known—one of the best ways of developing personal fitness. As you hike, you strengthen your lungs and heart, straighten your back, harden your muscles. Your blood runs tingling through your veins.

And there is fun in hiking. Not the laughing kind of fun, but an inner joy and the primitive happiness that comes from feeling free as a bird, fit and self-reliant, released from the humdrum of your everyday life. No roar of traffic, no jabber from TV sets, no blare from radios, but all around you the small sounds of nature—the singing of birds, the humming of insects, the whispering of the wind in the grass, the rustling of leaves.

Your eyes open wide to your surroundings and to everything that happens—to the scarlet flash of a cardinal, the bounding jump of a deer, the flight of a rabbit across the field.

The whole year is for hiking. Every season should find your patrol and troop on the open road. Then someday you will be a real hiker. But not until you have hiked through the soft breezes of spring, the heat of summer, the showers of autumn, and have felt the bitter wind of winter on your cheeks. Not until you have seen the glory of a spring sunrise, the glow of the harvest moon.

That kind of hiking is not for softies. It is only for fellows who have the guts to face whatever hardships come their way. You won't always have easy going and fair weather. There'll be fights with brambles and thorns, tough climbing over rocky trails, unexpected holes in the swampland, sudden downpours. With the right spirit you will learn to take the hardships with good humor, as part of the joy of hiking. And in overcoming them you will help build yourself into the kind of man you want to be.

YOUR SECOND CLASS HIKEs

There's lots of hiking ahead of you in Scouting. Every good patrol and every good troop has an outdoor program that will get you out under the open sky at least once a month. It won't take you long to learn what precautions to take before setting out and how to act on the way to make the hike safe as well as enjoyable.

1  *Tell what precautions must be taken for safe hiking.*

Precautions for Hiking. To travel safely, the early pioneers had mostly to be prepared against Indians and wild animals. Today, the precautions you have to take are different. Here are some of the more important ones:

The streams of America that were once pure are no longer safe for drinking. So plan to bring water with you in a canteen or carry chemicals for water purification.

You have not been trained from childhood, as the pioneers were, in finding your way. So take along map and compass if you are going into unfamiliar territory.

Carry extra socks and, unless your feet are accustomed to long-distance hiking, better put in your pockets a couple of adhesive bandages in case blisters should form on a heel.

For hiking on a road after dark, you need to be plainly visible to motorists. For this, bring along a large, white handkerchief to tie around your leg.

2a  *Take three hikes, each on a different day, of not less than 5 miles each with your troop, your patrol, an adult, or another Scout who is at least Second Class.*

Taking Your Second Class Hikes. The best possible occasions for taking your Second Class hikes is when your patrol goes hiking and your patrol leader is right there to see how good you are. He will want you to prove yourself a GOOD hiker. So will the other fellows in your patrol. After all, you are a member of the gang—they all want to be proud of you.

It is possible, of course, that your patrol does not have a hike planned at the moments when you are ready for your Second

You may take your Second Class hikes with your troop or your patrol, with a buddy or an adult, such as your father.



Class hikes. Instead of waiting, you can then make an arrangement to take your hikes in some other way—with your buddy if he is already Second Class or better, with one of the troop leaders, or with your own dad if he is an outdoorsman. Whoever goes with you must be approved by your Scoutmaster.

2b  *Before each of these hikes, submit a hike plan for approval (unless this is a troop hike) to your Scoutmaster or an adult assigned by him.*

Planning Your Hikes. To get the most enjoyment and profit from a hike, you need to do a bit of planning ahead. When will you start? What will be your destination? What route will you follow to get there? What will you do on the way and when you reach your goal? What will you have to eat? When do you expect to get back home?

Your hike may be a morning hike only or an afternoon hike or possibly an all-day outing. Your destination may be a hilltop, a lake, a beach, a historic spot, your favorite campsite. You may want to train in Scoutcraft or learn about nature or go in for exploration or simply hike for the sake of hiking—to roam the forests and the fields, to toughen your body.

Jot the details down. They will form your hike plan and will help you to write up your diary of your hike when it is all over.

YOUR HIKING OUTFIT

In days gone by it was the natives of the world who were the great hikers. The early American Indians, dressed in loincloth, roamed the continent on soft moccasins. The African Zulus and the Australian bushmen hunted their food and their enemies naked and barefooted. But since you are neither a Zulu nor a bushman, you want to be somewhat better outfitted for your hiking. For a successful experience, you need suitable footwear and clothing and adequate equipment and provisions.

2c 🍌 Before leaving on each of these [three] hikes, present yourself (to your hike leader or companion) for inspection suitably clothed for the locality, season, and weather and equipped for the occasion.

Footgear for Hiking. Feet that are strong and well cared for are your most important gear for hiking. Keep your feet in shape through daily walking, running, and jumping. Wash them often. Trim your toenails almost straight across rather than rounded. This will prevent the corners from cutting into the skin.

Your hiking shoes should be old friends- -fitting correctly, well broken in, and with soft uppers and strong soles. They should have ample room to the front for your toes to spread and to move, but should hug the arch and heel snugly for support and to prevent friction. Official Boy Scout shoes meet these requirements. For most hiking, regular low shoes are good. But in rough



The Scout uniform is excellent for all-year hiking wear.



country ankle-high shoes or hike boots are better. Clean your shoes after a hike and keep the leather pliable with a good polish.

Official Scout socks or stockings—made of cotton and stretch nylon or of wool and stretch nylon—are especially good for hiking. Some hikers like to wear a pair of thin nylon or rayon socks inside their stockings.

Clothed for the Season. Whatever the season, your Scout uniform is your best clothing for hiking.

There are fellows who seem to think that “any old clothes are good enough for hiking.” You know better. Old clothes have a way of binding in the wrong places, because they have been used more for sitting than for walking. They may break at the knees when you try to climb in them and they have a way of ripping when caught by a bramble. Not so your Scout uniform. It is sturdy and comfortable, because it was designed specifically for tough outdoor use.

But there is something else: On a Scout hike you will want to look like a Scout. You will want your whole patrol to look like what it is: an important part of the largest outdoor gang in the world. So it is not only for hike comfort that you wear the Scout uniform, but also to show your pride in being a Scout.

For hot-weather hiking on open roads and across fields, short-sleeved shirt and shorts are perfect. The cut is comfortable and the air around your arms and legs feels cool on your skin. Wear long stockings to protect your legs. Remember that a hot day may be followed by a cool evening. If you expect to be hiking after dark, you may need a jacket or a sweater to be comfortable.

For cool weather and for cross-country hiking through brush and brambles wear long-sleeved shirt and trousers. Have your trouser legs hemmed straight at the bottom, without cuffs—cuffs are a nuisance on a hike: they collect dirt and twigs and weed seeds. To prevent the bottom of the trouser legs from getting muddy on a rainy day or wet when you walk through dewy grass, you may want to slip a pair of leggings over them.

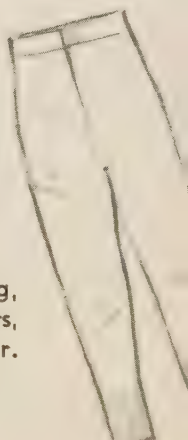
If you expect rain, take a poncho or a raincoat along and possibly rubbers.

For medium-cold weather, you may want to add a Scout jacket or a sweater to your uniform. Because of its loose weave, a sweater will give you more warmth if you wear it *under* your Scout shirt instead of on top of it.

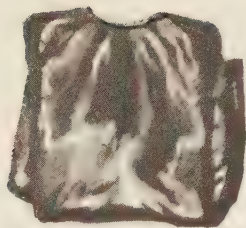
For really cold weather, put on a heavy sweater or wool shirt over your uniform and over that a water-repellent, windproof outer garment. You may also need to wear extra-heavy underwear under your uniform. Remember that several light layers of clothing are better than a couple of heavy ones—the airspace between the layers is excellent insulation against the cold. But also, several layers permit you to shed one or more of them to keep you from getting overheated while hiking. Then, when you stop for a rest, you put back on what you took off to prevent getting chilled. On your hands wear knitted mittens inside water-repellent overmittens, and on your feet, hike boots or ski boots.

What about headgear? The Scout cap makes you look snappy. But if you want better protection for your head against sun and rain, the broadbrim Scout hat is your answer. In cold weather, the flaps of the Scout winter cap protect your ears.

Hike Equipment. For every hike there are specific things you want to have in your pockets to be prepared: matches in a waterproof container, piece of cord, safety pin, notebook, pencil, a couple of adhesive bandages, knife, handkerchief, toilet paper in a plastic bag. If you are not certain of safe water along the way you



For winter hiking,
add outer garments,
heavy underwear.



On a rainy-day hike, use poncho or raincoat and possibly rubbers.

may decide to bring a canteenful from home or water-purification tablets to make the water safe where you stop.

For special kinds of hikes, you need special equipment. If you intend to build a fire, you may want a hand ax to prepare firewood—although on most hikes you can get along without one. For a Second Class hike, you won't need any pots or pans—you cook without utensils; but for a patrol hike you may want a cook kit as well as eating gear: fork, knife, spoon. You will require map and compass for an exploration hike and field glasses for a bird hike. For a pioneer hike, you will have to bring ropes and for a photographic hike, cameras and films. Whatever the special program of your patrol hike, someone should carry a first aid kit so that you will be prepared in case of injuries.

Some of this equipment you may already have. If you need to buy it, look for official Boy Scout equipment. It is tested and approved for a successful outdoor experience. It is available at the local store that sells Boy Scout uniforms.

Hike Food. Napoleon said, "An army marches on its stomach." That goes double for a gang of healthy boys. So, in addition to equipment, you'll want to bring grub. This can be a ready prepared luncheon snack to munch when you stop for your noonday rest or foodstuff for cooking.

On a patrol hike, the smart thing is to put all your equipment and food into a single pack and take turns carrying it. On a buddy hike or a hike by yourself, you can get along with a small hike bag swung over one shoulder. Only a green Tenderfoot carries his gear and his food in his hands.



ON THE HIKE

With a general idea of what you want to do and with your hiking outfit in shape, you take to the road with the gang. Your patrol flag waves in the breeze. Everybody's in high spirits.

You'll soon find out what kind of hikers you are.

2d 🍌 *On each of these [three] hikes, observe proper hike precautions.*

Follow Hike Procedures. For a hike to be a success, it should give you a good time and teach you something new. But first and foremost, it should get you safely to your destination and safely home. You can be assured of all of this if you follow proper hike procedures.

What are these hike procedures? They involve the following:
Walking correctly, at a suitable speed, with necessary rests
Proceeding with care cross-country and along roads using simple patrol formations when needed
Following the rules of the land and showing common courtesy
Using safe water only for drinking
Being clean in your personal habits

How To Walk. Imitate the Indian when you walk—he knew how to hike. For his kind of walking, come down lightly on your heel, with your toes pointed straight ahead and push off with your toes. Glide along with a smooth, natural movement of your whole body. Walk everyday, pass up the rides, and walk as

though you have to get somewhere in a hurry. Your own natural hiking pace will come to you as you put the miles behind you on the trail. When you carry a pack, keep the weight high on your back and lean forward with only a slight stoop.

Your Hiking Speed. On a patrol hike you are out to enjoy the trail and the fresh air and to learn Scouting— not to break records. Fit your pace to the purpose of your hike and the distance you intend to go. If you are out looking for animals or birds, you won't be traveling far. But, if you are out exploring, you may want to cover ground. For that kind of hiking, 3 miles an hour is a good average speed and easy enough to keep up if you have learned to walk correctly.

For a long hike, a good test of your speed is the talking test. When you move so fast that your conversation stops, you are just swallowing miles and not getting the patrol fun you should have. Slow down to a pace suitable for all and swing along with a song, if you like, to shorten the trail.

Resting on the Way. Every half hour or so, stop for a rest. Make it short—3 to 5 minutes, seldom more. If you rest longer, your leg muscles stiffen, and you'll have trouble limbering them up again. For a real rest, lie down on the ground with your legs up against a stump or a rock to make the blood run from them. When the minutes are up, get back in your stride.

While hiking, be your age and stay away from candy and pop. They only make you thirsty. So does continual sipping from the water in your canteen. If you feel thirsty, put a small clean pebble in your mouth. It should be large enough so you won't swallow it by accident. You will be surprised at what this does to keep you from feeling thirsty.

You rest by lying down with your feet up against a tree.





Train in the proper way of walking to cover distances without tiring.

Do not step on logs or loose rocks. Step over them—for safety's sake.



Proceed With Care

Safety Cross-Country. Scout hiking is done cross-country or along bypaths—which may not be paths at all but possibly the bank of a river, the shore of a lake, the beach along the ocean, the ridge of a hill, an overgrown trail through the underbrush, or even a compass direction that'll take you straight through the landscape.

When you travel cross-country like this, the big rule is "Watch your step!" It may be fun to jump from rock to rock and to hurdle fallen trees—and you will probably get away with it most of the time. But sometime a rock may be slippery and a log rotten. Then what? A sprained ankle is no fun on a hike.

So put your feet down on solid ground. Don't step on a log—step over it. Don't place your foot on a loose rock—it may throw you. And watch out when you use trees or shrubs for handholds in scaling a slope or swinging yourself down a mountainside—the tree must be sound and the shrub firmly rooted.

Safety on Roads. Although a Scout hike is meant to take you through woods and over fields, you may often have to follow a main road for awhile before you reach a place where a trail leads off to adventure.

Roads nowadays are built for cars—not for hikers. When you use them for hiking, you must look after yourself.

To be safe walking along a road, keep as far over to the left as possible, facing the oncoming traffic. In this way you can see an approaching car and get off the road to let it pass. If there is a shoulder along the side of the road, you are safer here than on the road itself.

For night hiking, tie a white handkerchief flat around your lower right leg. This white signal, bobbing up and down as you walk, can be seen easily in the headlight of a car. Even so, step off the road and let the car pass by.

These rules hold true whether you are alone or with the gang.

In the patrol you should move in single-file formation far over to the left, or, better, completely off the roadway. The patrol leader walks a few steps ahead of the first Scout, the assistant patrol leader a few steps behind the last.

Handkerchief around leg makes it easy for motorist to see you at night.





Arms straight
ahead of you:
PATROL FILE



Arms straight
out to sides:
SINGLE LINE



Arms raised
part-way up:
HALF CIRCLE



Both arms swung part-way up: **CIRCLE**

Arm swung overhead (left): **ASSEMBLE** or **COME BACK**

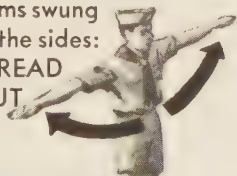
Silent Signals for Formations and Field Work. Whenever your patrol needs to get into a more or less formal formation—such as for walking along the side of the road—or when you have to move cross-country on a nature expedition or in some exciting Scout game, your patrol leader doesn't give out with a loud shout to tell you how you are to move. Shouting would get people to wonder what kind of noisy gang you are and would scare away any birds or animals or "enemies" you might hope to surprise.

Instead of giving a shouted command to the gang, your patrol leader makes a hand signal. The fellows see it and obey it immediately without a sound.

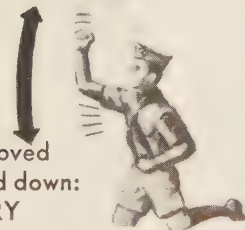
Raised arm
swung forward:
MOVE FORWARD



Arms swung
to the sides:
**SPREAD
OUT**



Fist moved
up and down:
HURRY



Flat palm raised high: **HALT**

Flat palms moved downward (right): **TAKE COVER**



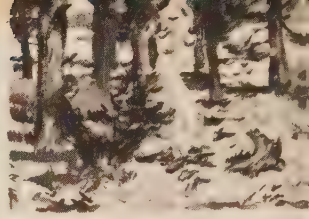
The signal used most often is the one for "Attention."

In this, the leader raises his right hand high above his head in the Scout sign. Everyone stops talking and whatever he is doing, raises his right hand in the same way and waits for what is to follow.

This may be a signal for getting into formation—such as single file, single line, half circle, or full circle.

Or it may be a signal for some movement in the field such as "Move forward" or "Take cover," "Spread out" or "Come back," "Hurry" or "Halt."

The illustrations show how these silent signals are made.



Let no one say — and say it to your shame



Follow the Rules — Show Courtesy

Obey all “Keep Off,” “Private,” and “No Trespassing” signs. Cross private property only with the owner’s permission. Leave gates the way you found them, and remember that fences are put up to keep somebody out or something in—not for climbing.

Nothing in the world makes it right for anyone to cross a planted field before it is harvested or a meadow before it is mowed. To do this is to damage a farmer’s crop. Woodlands are crops, too. You are interested in conserving them, not in marring or destroying them. Domestic animals are someone’s property. Cows give more milk when left in peace. Horses are in the field to rest. Scouts do not molest them.

Walking on railroad tracks and trestles is not only against the law, but extremely dangerous. Stay off!

Hitchhiking is out! It isn’t hiking at all! And furthermore, it may be unlawful in your State.

If you stop someplace to cook, be sure you have permission to light a fire. In many places, a written fire permit is required. After eating, clean the grounds. Bring your tote-litter bag back filled with trash you picked up along the way.



that all was beauty here until you came.



Safe Water for Drinking

When it comes to drinking on a hike: Drink safe water only.

The water you carry in a canteen from home is safe—but you can't be sure of the water from a spring or a stream. Even crystal-clear brook water may contain dangerous germs. Some States mark pure roadside springs with signs that say "Safe Drinking Water."

If you are not certain of your water, make it safe for drinking by killing the germs in it by one of these methods: The best method is to boil the water for 5 minutes, then pour it back and forth from one clean pot to another, putting air back into it. This cools it and improves the flat taste of boiled water. *Or* dissolve two chlorine water-purification tablets or one iodine water-purification tablet in 1 quart of water and let it stand for 30 minutes before using, stirring from time to time. *Or* add 3 drops of 2 percent tincture of iodine to 1 quart of water, stir well, then let stand for 30 minutes.

Personal Cleanliness. If you need "to go to the bathroom," make a one-man latrine by scooping a "cat hole" in the ground with the back of a heel. After using, push the dirt back in.

FIND YOUR WAY

Where are you going on your hike? Out? Well, you want to be a bit more definite than that. You want to know what route to take, your destination, and what to do when you get there.

If you have already done some hiking with your dad or with a buddy, you probably know most of the favorite outdoor spots nearby and can find your way to them and back again.

But for real Scouting fun and excitement with the gang, you'll want to travel farther afield. You want to feel yourself akin to the scouts of old—the Indian, the pioneer, the guide, the tracker, the explorer, the men who traveled across America.

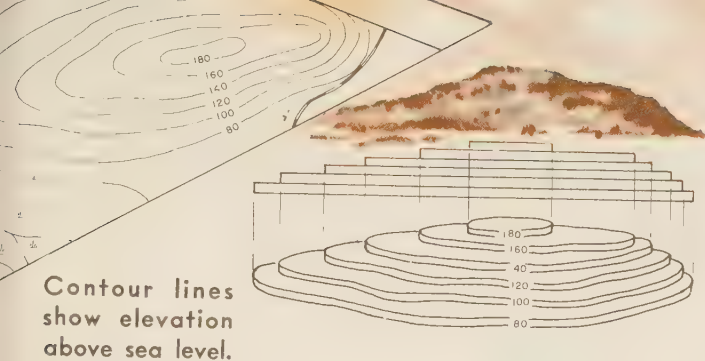
In those early days, finding the way was a task for an expert. He had to be able to remember every important landmark he passed so that he could recognize it later—every peculiar rock formation, every river he crossed, every mountain ridge that rose in the distance, every deer run or buffalo path he followed. He had to figure out directions from the sun in the daytime and the stars at night, from the point from which the winds blew, from the way a free-standing tree leaned away from the prevailing storms.

Today it is an easy job to find your way with a good map and a dependable compass. On a map you can locate the spots that are worth exploring and can lay out your routes to them along highways and byways. And for traveling cross-country off the beaten track, your compass will lead the way.

YOUR HIKE MAP

A map is simply a picture of a piece of land as it would look from the air—the way you would see it if you were flying above it in a plane. Looking down, you would see roads and rivers, fields and forests, villages and towns. On a map the most important of these details are shown by special signs—map symbols.

You are already familiar with many kinds of maps—the maps in your schoolroom of the whole United States and of the world, the automobile road maps your father uses when driving. But none of these maps is of any use for hiking. They cover too great distances and show too few details.



Contour lines
show elevation
above sea level.

The kind of map you need is the kind produced by the U.S. Geological Survey. It is called a topographic map—from the Greek *topos*, place, and *graphein*, to write or draw.

Topographic maps come in many different scales. The scale is the relation between a measurement from one point to another on the map and the actual measurement between those same two points in the field. A good scale for a hike map is the scale of 1 inch to 24,000 inches—or, as it appears on the map, 1:24000. A distance of 1 inch on this kind of map means a distance of 2,000 feet in the field.

Getting a Map. To get a topographic map of your hiking territory, first send a postcard to Map Information Office, United States Geological Survey, General Services Building, 18th and F Streets NW., Washington, D.C. 20405, and request a free *Topographic Map Index Circular* of the State you expect to hike in and a free folder describing topographic maps.

The index circular is a small map of the State divided into sections called “quadrangles.” Each quadrangle is a separate map. Find out which quadrangle covers your hiking area. Then order the map by giving the name of the quadrangle and including a money order or check for payment. Send order for map of area east of the Mississippi River to Geological Survey, Washington, D.C. 20405; for map of area west of the river to Geological Survey, Federal Center, Denver, Colo. 80225.

It is possible that your State has developed maps for your particular area. Drop a line to your State capital for information.

3  Identify on a topographic map at least 10 different map symbols including contour lines.



Open pit, mine	
Index contour	
Intermediate contour	
Fill	
Cut	
Power line	
Telephone line, etc.	
Railroad	
Hard surface roads	
Improved road	
Unimproved road	
Trail	
Bridge	
Footbridge	
Perennial streams	
Water well - Spring	
Lake	
Marsh (swamp)	
Buildings (dwelling)	
School - Church - Cemetery	
Buildings (barn, etc.)	
Sand area	
Woods	
Orchard	
Scrub	

Studying the Map. Spread out the topographic map in front of you. Study it carefully. Try to find all the map symbols it contains.

Everything printed in *black* is the work of man—roads, railroads, cities, bridges, boundaries, names. Take those black lines—they are roads. A good road is shown with two solid lines, a poor one by two broken lines, a path with a single broken line. A railroad is one or more lines with many short crosslines to suggest the railroad ties. Black rectangles are buildings. If a rectangle is topped by a cross you'll know it's a church. If it is topped by a tiny flag it's a schoolhouse.

Anything *blue* is water, of course. A blue line is a brook, a blue band a river, a blue blotch, a lake.

Woodland areas are printed in *green*.

Hills and valleys are indicated by *brown* lines. These lines are called "contour lines." Every point along one of these lines is the same number of feet above sea level. Follow one of the heavier brown lines on your map, and you will come upon a number—for instance, 100. Everything on that line lies 100 feet above sea level. The contour lines tell you the ups and downs of the countryside. Where the lines are far apart, the ground is gently sloping—it may be suitable for a campsite. Where the lines are close together, the hill is steep—hiking may be tough. If the lines fall together, they show a cliff. The top of a hill may be indicated by a number. This number is to the height of the hill in feet at its highest point.

YOUR COMPASS AND HOW IT WORKS

But maybe you don't want to follow roads or trails. Maybe you want to travel right smack through the countryside. For that kind of traveling, you'll need a compass.

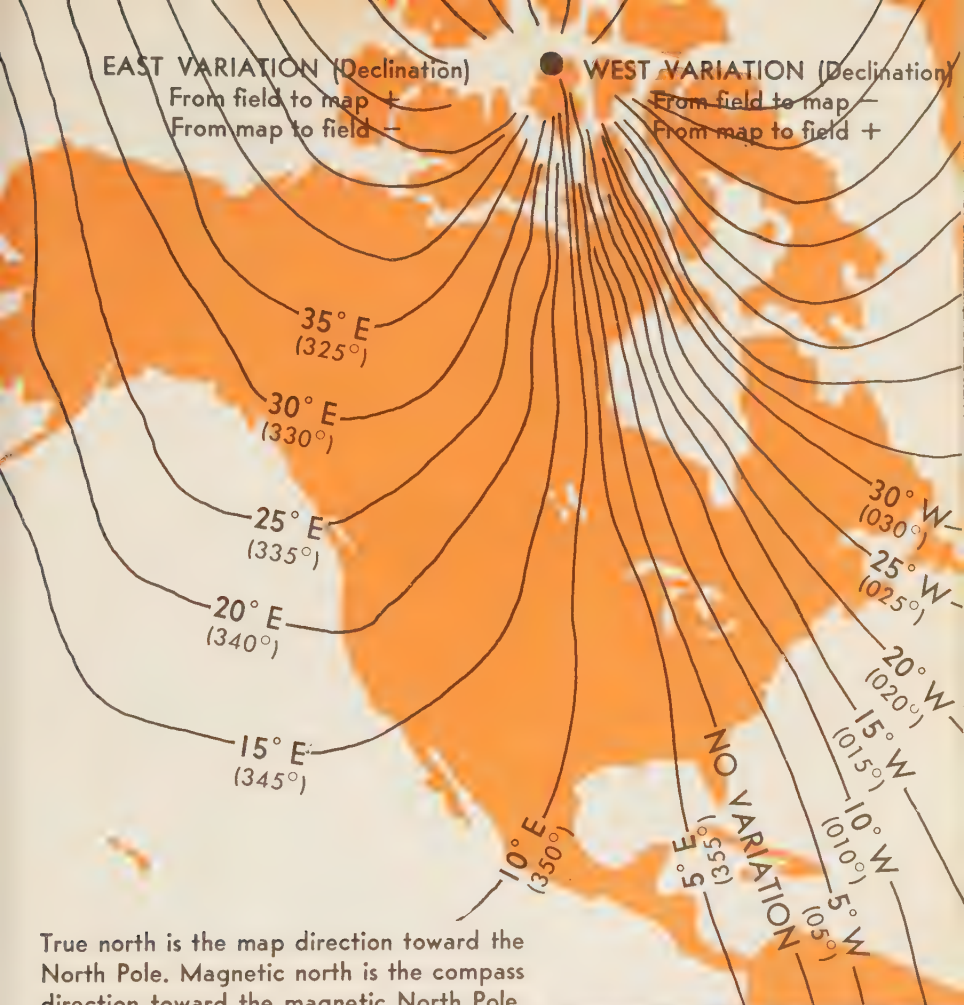
4a  *Explain how a compass works. Give its eight principal points.*

How a Compass Works. The important part of a compass is a magnetized needle, balanced on a pinpoint, free to swing around. When the needle is left to itself, it eventually comes to rest, always pointing in one certain direction. The reason for this is that there is a force in the earth that pulls at the needle—the whole earth is like a tremendous magnet with one magnetic pole in the north, the other in the south.

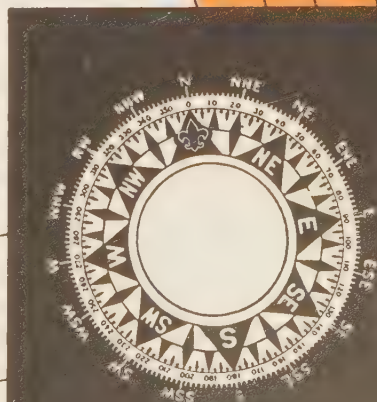
The earth's magnetism makes one end of the compass needle point toward magnetic north. This end is clearly marked as the north end. It is either painted (black or red) or stamped with the initial N or shaped like an arrowhead.

The Compass Points. When you know where north is from looking at the compass needle, you should have no difficulty finding the principal points of the compass: Face north. South is then directly behind you, west on your left, east on your right. Halfway between north and east is northeast; halfway between east and south is southeast; halfway between south and west is southwest; halfway between north and west is northwest. Or, starting from north and going clockwise: north, northeast, east, southeast, south, southwest, west, northwest, and back to north again.

In the old days when a boy went to sea to become a sailor, he had to learn those eight compass points and the points in between, and the points in between those again, before he was taught how to steer a ship. The names of those in-between points got quite complicated. Fortunately, someone finally suggested the use of the 360° of a regular circle instead of names. So nowadays, a sailor takes his directions or "bearings" by degree number instead of by names. But he may still say that a wind is southwesterly (blowing from southwest) or that a storm is "a real northeaster" (blowing from northeast).



True north is the map direction toward the North Pole. Magnetic north is the compass direction toward the magnetic North Pole. The mariner's compass shown here points to the magnetic North Pole. The difference between the magnetic north and true north is called "compass variation" or "declination." Your compass on land may point up to as much as 20° west of true north in parts of Maine; up to 30° east of true north in eastern Alaska. The rest of the United States lies between these variation extremes. The number in parentheses is the true north compass reading along that line.





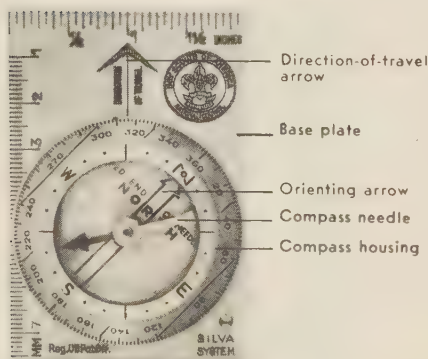
Read compass bearing by pointing to landmark and setting compass.

4b *Set a compass and use it to read at least three bearings in degrees.*

Reading a Compass Bearing in the Field. Let's say you want to read a compass bearing in the field—that is, you want to find the direction to a certain point expressed in degrees.

You face squarely the landmark toward which you want to know the bearing and hold the Pathfinder compass level in front of you, at waist height or a little higher, with the direction-of-travel arrow of the baseplate pointing straight ahead of you toward the landmark.

Now twist the compass housing until the compass needle lies over the orienting arrow that is printed on the inside bottom of the housing with the north part of the needle pointing to the letter *N* (north) on top of the housing. Read the number on the outside rim of the compass housing at the spot where the direction-of-travel line touches the housing, and you have the bearing in compass degrees.



The official Pathfinder compass is especially good for Scout hiking. It is more than a compass—the box that houses the compass needle is attached to a baseplate that acts as a direction pointer, a tool for taking bearings, and a ruler for measuring map distances. The Explorer III with its liquid-filled housing is even easier to read.

Using Map and Compass Together

Well now that you have your map and know how to read the symbols on it and have your compass and know how it works, it's time to take them along on a hike and make use of them.

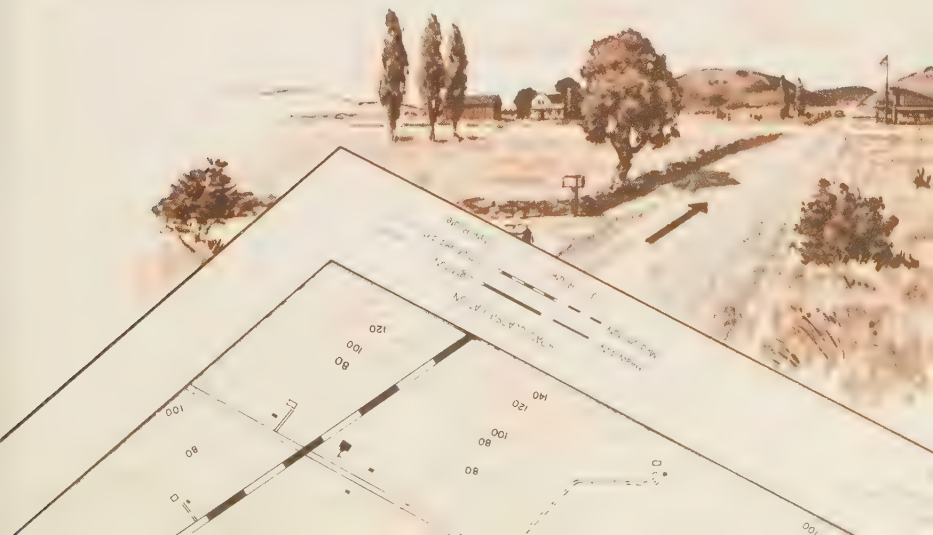
But before you set out, decide where you want to go. Spread out the map and look at it. Plan to start from a point familiar to you—such as a road crossing or a bridge or a prominent building. Next, decide on a good destination—a hilltop, a lakeshore, a forest. Finally, lay out on the map the legs of a route that will take you from your starting point to your destination.

5a 🦋 *Show how to orient a map.*

Orienting a Map. Ready now? You are at your starting point rarin' to go! But in what direction? If you are at a road crossing, for instance, do you go straight ahead or to the left or to the right or backward? You will know as soon as you have "oriented" your map. To orient a map means to line up all the directions on it with the same directions in the landscape.

So study your surroundings for some prominent landmark that will be shown on your map—a hill or a building or a bridge. Inspect your map and find the map symbol for the landmark on it. Then turn the map until the line from the spot on the map where you are standing to the map symbol that indicates the landmark lies in the same direction as the line from your actual

Map is oriented when map symbols fit the actual features in the field.





position to the actual landmark. You have now oriented your map “by inspection.”

You can also orient a map “by compass.” To do this, first find the half arrow in the bottom margin of your map that indicates magnetic north. Place your Pathfinder compass next to this half arrow, with the edge of the baseplate parallel with the arrow line, as shown above. Turn the map with the compass lying on it until the north part of the compass needle points in the same direction as the half arrow on the map.

5b *Use a map (preferably a topographic map) and a compass to follow, far enough to prove your ability, a route indicated on the map.*

Cross-Country With Map and Compass. The method of orienting your map with or without a compass and using the oriented map for finding your way works all right when you lay your route along roads and highways, but it isn’t very satisfactory when you want to travel cross-country, off the beaten track. Here the proper method is to set your compass from the map for the correct direction of each leg of your route in turn and to depend on the compass with the direction set on it to take you from one point to the next.

Now, in using map and compass together, you must always keep in mind that map directions are based on *true north* and

Using Map and Compass

Step 1—On the map, line up the edge of compass with your route. Place Pathfinder compass on map so that the edge of its baseplate touches both your starting point and your destination, with the baseplate's direction-of-travel arrow pointing in the direction you want to go. Look at the map.



Step 2—On the compass, set the housing to the direction of your route. Hold baseplate firmly on the map. Paying no attention to the needle, turn the compass housing until the north arrow on the bottom of it is parallel with a north-south magnetic line drawn on your map, north to the top.



Step 3—In the field, follow direction set on the compass. Hold compass in front of you with direction-of-travel arrow pointing straight ahead. Turn yourself until north part of compass needle covers north arrow on bottom of compass housing. The direction-of-travel arrow now points at your destination. Pick a landmark in that direction and walk to it, then another landmark.

LOST

The story goes that someone asked Daniel Boone, “Were you ever lost?” Dan thought it over for awhile, then replied, “No, I was never lost. But once I was a mite bewildered for 5 days.” Dan was right. No person is really lost if he knows how to find his way.

It would be pretty silly for a Boy Scout to get lost. After all, a Scout is supposed to know how to find his way. But even with a lot of outdoor knowledge, someday you may find yourself “a mite bewildered.” It is important for you to know how to act in such a situation.

6a  *Explain how to keep from getting lost.*

Using Scouting Skills. Tell others where you are going and when you expect to return. Study the hiking area and carry a map of the section with you. Is there a road along one side? If there is, use the road as a base line or catching landmark. Suppose there is a hill in the distance that you wish to explore. Let’s say the hill is to the east and the road runs north and south. Use your compass to be sure that’s right. OK? Now when you reach the hill, what direction will you hike to return to the road?

Be alert. Notice unusual trees, bushes, plants, and rock formations as you travel toward the hill. Look back to see how these landmarks will appear on your return trip.

6b  *Explain what you would do if you did become lost.*

Lost by Yourself. If you are on a hike and become separated from your friends and get lost, the main thing is to be *calm*. Take it easy. Sit down. Then reason your way out.

In your mind, trace your course back to the point where you definitely knew where you were. “What did I do wrong? Where did I get off the trail?” Recall other hikes you have taken through the same territory and try to remember the features of a map you may have seen of it. “How do the roads run, the railroad, the ridges? Am I north or south, east or west of camp? In what direction is there a catching landmark—such as a river or a lake—that will lead me back to camp?” If there is a lookout point nearby, use it for checking your surroundings.

After having threshed everything out unhurriedly, decide on the most sensible direction to take. Then set out.

If you have a compass, it will be easy for you to hold your course. If you have no compass but the sun is out, you can determine the directions of the main compass points with the help of the shadowless shadow-stick method described on page 139.

Now follow a beeline in the specific direction you have decided on: Line up two landmarks straight ahead of you—trees, rocks, or whatnot—and go to the first one. Here line up a third landmark straight ahead of the second one and proceed again. Continue in this way, always keeping two landmarks in a straight line in front of you. Unless you use a method such as this, you may find yourself running around in a circle.

Eventually you will find some familiar spot or reach a trail or a stream that will bring you back to camp.

Strayed From the Gang. But if you ever become separated from your friends on a wilderness expedition, the thing to do is for you to let *them* find *you*, rather than for *you* to attempt to find *them*.

As soon as your absence is noted, someone will start looking for you, and the best way to help the searchers is for you to stay put and have faith that someone will find you and get you out. Prayer will help. Outside of that, simply make yourself as comfortable as possible and wait.

To assist the searchers, try to let them know where you are. The universal distress call is some kind of signal repeated three



Line up two landmarks ahead of you for a straight course.



SHADOWLESS SHADOW-STICK METHOD for finding compass-point directions: Push a straight stick into the ground in such a way that it does not cast a shadow—that is, so that it points directly at the sun. Wait until the stick makes a shadow 6 inches long or longer. The shadow forms the west-east line with west at the stick and east at the shadow tip. From this line you can figure other directions. This method is quite exact in the middle of the day and exact enough for your purpose the rest of the time. Study the drawings on this page.

times, at frequent intervals. Three shouts, for instance. Or three blasts with a whistle. Or three columns of smoke. To make such a smoke signal, clear the ground for a safe distance, build three small fires, and make them smoke by throwing grass or leaves on them. The three fires should be at least 6 feet apart to make three separate smoke columns. This signal will soon be spotted—possibly from a fire tower or some other lookout—and the three smoke columns will proclaim that here is a hiker in distress rather than a camper at his ordinary fire. When the searchers have heard you or have spotted you, they will answer you by an OK signal of two shouts or two whistle blasts, or two gunshots.

If you doubt that you will be found before nightfall, collect firewood to last through the night and put up some kind of shelter. Make a framework of branches, cover it with leafy boughs or sprays from an evergreen, then bed down in piles of dead leaves or dry grass. If you need to leave your base to look for food or water, mark the trail with broken branches so you can find your way back.

But whatever you do—*stay put*.

Even better: Learn your pathfinding skills so well that you will keep yourself from ever getting lost.



GET TO KNOW NATURE

When you're out hiking, you breathe the fresh air, smell the good earth. Ahead of you stretches a whole day of adventure.

Now what kind of time will you have?

It depends largely on how well you have trained yourself to make use of your senses.

Some fellows get very little out of life. They have eyes for seeing—but notice nothing. They have ears for hearing—but what they hear goes in one ear and out the other. They have as many little gray brain cells as you have—but their minds remain empty because they have no curiosity, no power of concentration, no ability to store what they learn.

Not you! Your eyes and ears are keen, your mind full of questions you want to have answered. You want to know all about the world in which you live. And you are not satisfied with finding out about the “What is it?”, you want to know the “Why is it?” as well. Not just “What tree is that?” but also “Why does it grow where it grows?” Not just “Which animal is that?” but “Why does it live where it lives?”

Practice Does It. On a patrol hike, there's nothing like a game of FAR AND NEAR to help you become observant. For this,



the patrol leader makes a list of about 20 things worth looking and listening for with a number of points for each, such as:

Barn swallow	2 points	Oriole's nest	10 points
Deer track	5 points	Squirrel	5 points
Garter snake	10 points	and so on	

The first Scout observing one of these things reports to the patrol leader and scores the number of points agreed on. The winner is the fellow with the largest score at the end of the hike.

But maybe your patrol doesn't even need a game to get the boys excited about what they see and hear. Maybe you're the kind of gang where everyone is naturally interested in everything about him and wants the rest of the fellows to share his interest. In that kind of patrol you will never have a dull moment.

7a *Identify local plants that may cause skin poisoning.*

Poison Plants. On all your hikes, be on the lookout for plants that cause skin poisoning. The most common of these plants is poison ivy (or poison oak if it has oaklike leaves), which may be found almost anywhere, and poison sumac, which you may come upon if you hike through wet swampland.

It is not much fun to come home from a hike with a bad case of itching—or even blistering—from having touched these plants. To

avoid this, you must know how they look. So study the pictures below so that you'll recognize the plants when you see them.

7b 🐾 Find in the field 10 different kinds of wildlife (mammals, birds, reptiles, amphibians, fish, insects) or evidence of them. Tell what they are, describe the natural surroundings where each was found, and explain how this wildlife depends on plants.

Communities of Nature. On your hikes you'll discover an important fact which the Indians knew long before the first settlers arrived: that plants and animals live together in well-defined areas such as forests, prairies, swamps, or deserts; that, if you want to find certain animals, you must go where they live—to a forest for deer, a marsh for ducks, a cool stream for trout.

It will help you understand what goes on in these areas if you think of each of them as a community of nature not too different from the community of human beings in which you live.

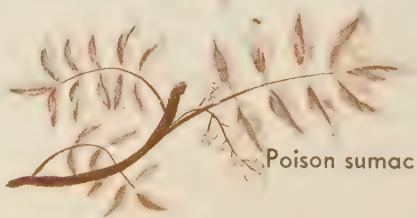
Plant life varies from community to community. Some plants like the ground hot and dry and get along in the desert where other plants would die from lack of water and exposure to the blazing sun. Other plants like to keep their "feet" wet and sink their roots into the boggy soil of marshes and swamps. Some plants prefer the bright sunlight of open fields, others the deep shade of dense woods.

It is mostly the plant life that determines what kind of animals

"Leaflets three—let it be!"
It's poison ivy or poison oak.



"Berries white—
Poisonous sight."





All animal life depends on plant life — directly or indirectly.

live in a nature community. Just as plants require certain living conditions, so do animals have their individual needs. For some animals, these needs are best taken care of in the forest, for others in the field, for still others in the marsh.

Plant life and wildlife go together. All animal life, from the tiniest insect to the largest bear, depends on plants for food. Even the animals that live on flesh alone depend on plants for food—not directly, but indirectly, because the smaller animals they feed on are plant eaters. But in addition to food, plants are important to animals for other reasons. Plants provide cover for escape from enemies, shelter against heat and cold, protection for raising the young.

As you explore a nature community looking for wildlife—mammals, birds, reptiles, or fish—keep your eyes wide open. Some animals you may never actually see—many of them come out at night only or hide in the ground—but you may find evidence of them: tracks, droppings, signs of feeding, scratch marks on trees, dens or nests, skulls, bones, feathers. Many birds give evidence of their presence by their song, although you may not catch sight of them. And how about a certain smell that may

reach your nostrils on a night hike? You don't have to see a skunk to know that one is nearby.

Nature Forever Changing. When you hike through the countryside you'll see numerous changes being made around you. New roads are being built. Dams are being put up to create lakes, marshes are being drained to make dry land. Whenever man changes the landscape, plant life and wildlife soon change as well.

But in addition to man-made changes, nature goes on changing all the time by herself. When you look at any piece of land, untouched by man, it may seem as if nothing is happening to it. But in reality you are looking at a slow-slow motion picture. The changes may not be noticeable in 10 years or a hundred, but changes are taking place just the same.

A shallow lake may be filling up with silt washed into it from eroding hillsides. Grasses and sedges get a chance to move out from the old shoreline. In decaying they build up the soil. Rushes and cattails take hold. They in turn prepare the soil for field grasses and various weeds. Low bushes may get a start—then taller bushes and small trees. Eventually the soil may be suitable for larger trees and, in the end, for a stand of magnificent trees in what is called a climax forest—provided, of course, that the climate is right and that nature has had her own way with the spot, for man, in one day, can undo what nature has created over hundreds or even thousands of years.

Trying to understand the changes that go on in nature is one of the most interesting things you can do on a hike. When you know how to observe, every hike becomes an exciting adventure.

A lake, over hundreds or even thousands of years, may fill up and turn into climax forest.

Succession of
plant life as a
lake turns into
forest. From
left: Lake with
submerged
plants; grasses
and sedges;
rushes and cat-
tails; weeds;
shrubs; small
trees; large
trees.





Gray squirrel

Cottonwood

Song sparrow

Scarlet tanager

Fields and Prairies. In most parts of the country, it won't be many miles out of town before you see farms, fields, or prairie.

In the East, these open areas were once great forests—if farming stopped, they would turn back into woodland. On the Central Plains, the areas were prairie—if they were no longer farmed, grazed, or mowed, they would again become prairie. In parts of the Southwest, irrigation has turned desert into fields—if the water should stop flowing, desert would again take over. But there is little chance that these lands will ever return to what they were—America needs her farms to feed her growing population.

Grasses of one sort or another—wild or cultivated—are the chief plants of fields and prairies, and the animals you'll find are those that live in high grass or low shrubbery.

As you walk along a wheatfield or cornfield, you may see a

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Whitetail jackrabbit

Black racer

Pheasant

Chimney swift

Meadow mouse

Towhee

Star-nosed mole

Eastern chipmunk



Red maple

Crow

Turkey vulture

Robin

meadow mouse scurry in among the stalks and disappear. A moment later, its mortal enemy—a black racer snake—slithers in after it. A woodchuck scampers across your path. A slender chipmunk disappears in a stone pile. A cottontail runs off.

You follow the hedgerow between two fields. Plenty of wild-life here. Different kinds of sparrows flit in and out, towhees rustle up the dry leaves—and suddenly a pheasant takes flight.

That's the kind of experience you may have around farms and fields in almost any part of the country. But each section may have additional excitement. In the East, a red fox may lurk in the bushes. On the Great Plains, coyotes may tune up for an evening concert. In the West, ground squirrels or prairie dogs may look at you from their holes, and you may see in the distance the dashing form of a pronghorn antelope.

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Meadow lark

Woodchuck

Striped skunk

Indigo bunting

Red fox
Eastern cottontail



Mink

Bank swallows

Marshes and Swamps. Marsh or swamp—what’s the difference? Generally speaking, a marsh is a wet lowland overgrown with cattails, sedges, and numerous kinds of grasses, while a swamp is wetland dominated by shrubs and trees, such as cypress or tamarack. Water is what makes an area a marsh or swamp. The amount of water, soil, and climate determine what plants will grow there—and thereby the wildlife you can expect to find.

The marsh you explore today probably was once a lake or pond. The swamp may also have been a lake—or it may have been woodland which, for one reason or another, overflowed with water. Marsh and swamp are both in-between stages in nature’s ceaseless changing. They may turn into dry fields someday. The process is slow—but is often speeded up by drainage.

Ready to go “bog trotting”? You may get your feet wet hiking

148

Painted turtle

Muskrat

American toad

Spotted turtle

Pied-billed grebes





Pintail
Mallards
Black-crowned night heron

Reeds

Marsh hawk

along the edge of a marsh or swamp—but you'll have lots of fun. In a Northern or Western marsh, you are almost certain to see ducks—here are the nesting grounds of mallards, pintails, black ducks, teal, and others. In a swamp in the South, you'll come upon herons and egrets and others of our spectacular waders.

All around you, you hear the calls and songs of birds—the twitter of swallows skitting over the water, the gurgle of red-winged blackbirds, the singing of warblers, the quack of ducks—maybe the “pump” of the bittern and the “clack” of the rail.

As you walk along the spongy edge, you'll hear the plop of frogs jumping into the water. The sleek brown body of a mink vanishes with hardly a splash. Right at your feet you may come upon the remains of crayfish where a raccoon feasted last night. And out in the water you may spot a swimming muskrat.

Painted water snake

Cattails

Eastern green heron

Red-winged blackbird





Eastern white pine

Whitetail deer

White ash

White oak Hairy woodpecker

Eastern Woodlands. For real Scouting enjoyment, we “take to the woods.” If you live in the East, those woods will consist mostly of broad-leaved hardwood trees thriving because of the soil, the rainfall, and the moderate year-round temperatures. In the Northeast where the winters are more severe, conifers mix in with the hardwoods. In the humid South, sandy soils, fires, and cattle grazing may keep down the hardwoods—and pines take over.

If the forest should be destroyed by fire or by cutting, it would slowly return to what it was if left alone. Grasses, weeds, and brambles would move in over the burned-over area, then poplar—until the soil is once more suitable for maple or oak or hickory.

You’ll have plenty of excitement hiking through an Eastern hardwood forest any time of the year.

In the spring, flowers of many colors cover the forest floor.

150



Raccoon

Longtail weasel

Box turtle

Wood thrush



Sassafras

Beech

Blue jay

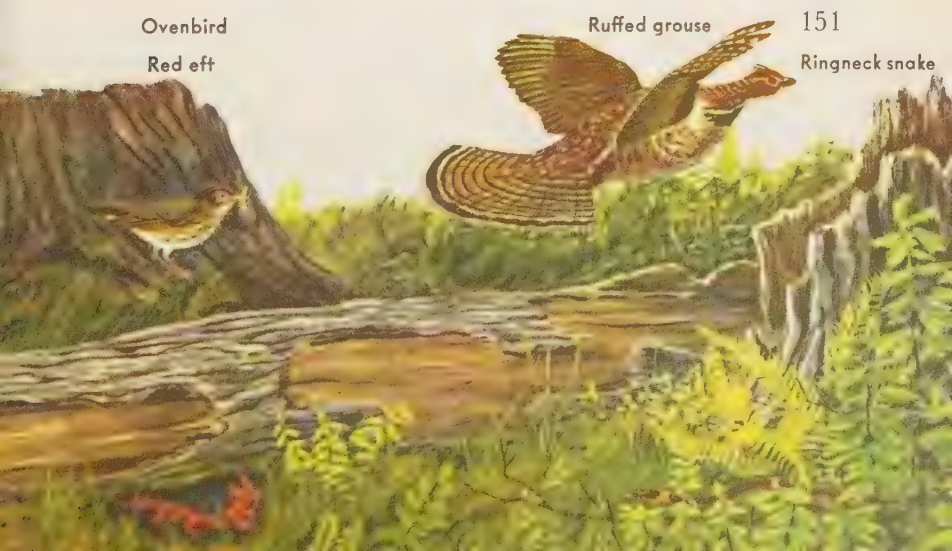
Sugar maple

Then dogwood trees put on their white display, redbuds open up their pink flowers, and spicebushes their yellow ones. Within a couple of weeks you walk through the woods under a green roof.

In the summer, the forest teems with wildlife. From afar comes the steady hammering of a woodpecker, the scolding of a jay, the cawing of a crow. A deer breaks through the underbrush. A gray squirrel jumps from branch to branch overhead.

It is along the forest edge that you'll see most of the forest's birdlife. Red-eyed vireos and redstarts, tanagers and grosbeaks, veeries and wood thrushes and warblers galore play hide-and-seek in the tangle of wild grape and bittersweet.

With the coming of fall, the leaves of the trees turn from green into scarlet and yellow and brown. The leaves fall—and the trees stretch their naked branches toward the winter sky.



Ovenbird

Red eft

Ruffed grouse

Ringneck snake



Douglas fir

Red squirrel

Western white pine

Elk

The Evergreen Forest. Along the border of Canada from Maine to Minnesota and westward from Montana to the Pacific stretch dense forests of spruce and balsam and pine and hemlock—poking an arm southward along the Appalachians, an even broader arm down over the Rockies, and still another deep into California.

In these areas evergreens thrive—in the North through long, cold winters with lots of snow, in the Northwest through dampness and year-round cool weather. In summer and winter the forests are green—the trees shed some of their needles from time to time, but there are millions more of them.

Walking through an evergreen forest is like walking on a carpet. The dead needles have formed a floor covering that is soft and springy under your feet.

You stop beside a tall pine. Under it you have noticed a num-

152



Steller's jay

golden-mantled ground squirrel

Porcupine

Western tanager



Great horned owl

Lodgepole pine

Quaking aspen

White-headed woodpecker

ber of small, oval clumps: owl pellets—indigestible food parts spit out by the bird. You look up. An owl is sitting high in the tree. In another tree nearby, a red squirrel stops picking a pine cone apart and looks at you. In another, a porcupine is sleeping.

Ahead of you, the woods open up into a glade. Here you find a different kind of vegetation—maybe a few birches or aspens, and a covering of ferns and low shrubs, blueberries and huckleberries. And here also you come upon most of the birdlife—kinglets and thrushes, juncos and finches, jays and chickadees.

The farther you get from civilization, the better your chance of seeing our largest American animals. High up in Maine you may surprise a black bear or a moose. In the West, a mule deer or a black-tailed deer may force its way through the thicket ahead of you, and you may come upon a herd of elk.

Black bear (brown phase)

153

Oregon junco





Belted kingfisher

Deer tracks

Osprey

Streams and Lakes. Our rivers and streams are the veins and arteries that carry life-giving water throughout our land. Wherever water flows, plant life and wildlife abound.

If you happen to be hiking along a gently flowing river, you may come upon a colony of beavers and catch sight of muskrat and mink. Along the riverbank, reeds, sedges, and cattails form a wet jungle that's alive with birds.

Where the river opens up into a lake, you have your best chance to study our diving ducks: canvasbacks, redheads, scaups. At some point along the water's edge, the ground may be criss-crossed by the tracks of deer, raccoon, and opossum. Overhead soars an osprey. And from a branch above you, a kingfisher plunges into the water in a power dive and comes up with a fish.

The large, deep lakes of our Northern States were formed dur-

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Waterweed

Brown trout

Black bullhead

Yellow perch

Hornwort





Beaver

Weeping willow

Beaver house

ing the ice age more than two million years ago and will probably remain lakes until another ice age comes along. Shallow lakes may slowly be filling up and turning into marshes and fields—but others are being formed all the time. Numerous farm ponds are added each year, and the damming of rivers for electric power or flood control has created thousands of square miles of new lakes.

A lake may seem peaceful and quiet—but it is full of surging life. Various water insects flitter and skim over the water, and your eyes catch the flash of a fish below the surface. What kind will it be? It all depends. In a weedy lake, you may expect to find sunfish and perch; pickerel and crappie; and, in a muddy pond or slow-moving river, catfish and suckers. But any angler will tell you that brook trout or cutthroat trout must be sought in a fast-flowing stream and bass and pike and muskellunge in a clear lake.

155

Pied-billed grebe

White sucker

May fly

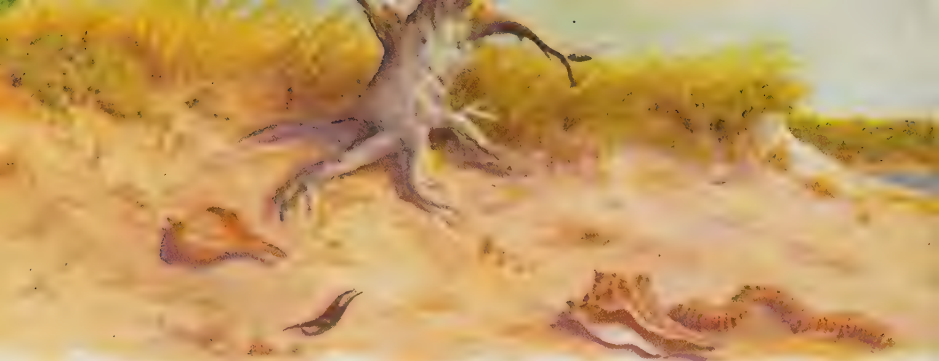
Eelgrass



Calico bass or crappie

Pumpkinseed





Channeled whelk

Skate egg case

Left-handed whelk

Whelk egg case

Seashore. If you live near ocean or gulf, a hike may take you to the shore. There is plenty to see whether you walk along the “rock-bound coast” of Maine or California, along the beaches of the east coast or the flats of the Gulf.

The plant life is determined by the soil—or the lack of it—and by temperature and tide, by wind and salty spray. Along a rocky coast, you may find groves of storm-gnarled pines. Along sandy shores, you may reach the water’s edge through dunes held in place by beach grass or through thickets of beachplum or bayberries.

Where the coast is rocky, you should have no difficulty finding a tidal pool where some of the water was trapped when the tide went out. Count the number of differentperiwinkles and other small snails and look for tiny crabs, starfish, mussels, barnacles.

You will find almost as much life on a sandy beach as in a tidal

Rockweed

Sea moss

156

Bluefish

Spearing

Hermit crab (in moonshell)

Sheepshead porgy

Blue crab

Sea lettuce

Common starfish

Butterfish

Soft-shell clam (dead)

Bay scallop (dead)





Horseshoe crab (dead)

Semipalmated sandpipers

Common terns

Herring gull

pool, but you will have to look closer for it. You may see the tracks and the holes of fiddler crabs or ghost crabs; the shells of dozens of different kinds of mussels and chitons and whelks; the quaking masses of stranded jellyfish; and, where the water is warm, the bloated balloons of Portuguese man-of-war. Sandpipers sweep down in flocks of a dozen or more and run along the water's edge, thrusting their bills into the sand to pick up tasty morsels. Terns skim over the water on long, pointed wings, and gulls settle down on the waves for a few moments of rest.

You may have the idea that here, at least, is a place where plant life is of little importance. But you'll be wrong. In addition to seaweeds, the ocean is full of tiny plants—algae—that make up the main food of small water creatures and tiny fish which are eaten by larger fish, which in turn are eaten by still larger ones.

Blue jellyfish

Blue mussels

Portuguese man-of-war
Razor clam (dead)

Common
mackerel

Oyster (dead)

Rock barnacles

Periwinkle

Fiddler crab

Irish moss





yucca Saguaro cactus Cactus wren Desert sparrow Beaver-tail cactus
 Gila woodpecker Staghorn cholla Roadrunner Zebra-tailed lizard

Western Deserts. To most people, the desert is a desolate, uninhabited place with little beauty. They just haven't taken the time or picked the season to look. Come into the deserts of Arizona or New Mexico or California in April or May when rain sweeps across the parched land. Then the desert blossoms out—with cactus and yucca in bloom and the ground covered with tiny flowers.

Here you have proof that water is the only thing needed to turn a desert into a garden spot—the soil of most of our deserts is rich in plant food. Where it has been possible to irrigate the soil, the desert has provided land for cultivation—for citrus trees in the South, for grain and pasture farther North. Perhaps someday within your lifetime, when someone has invented a cheap way of making fresh water from salt water, our western deserts may become orchards and fields irrigated by water from the Pacific.

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Elf owl

Kit fox

Blacktail jackrabbit

Sidewinder

Silky pocket mouse





Ocotillo

Scissor-tailed flycatcher
Gila monster

Badger

Crissal thrasher
Century plant
Yuma antelope squirrel

Teddy bear cholla
Horned lizard

In the middle of the day, a desert seems without life—most animals and birds are hiding from the heat. A roadrunner may scurry over the sand, and you may see and pick up a horned toad—which isn’t a toad at all but a lizard. But don’t pick up a Gila monster if you find one—it is our only poisonous lizard.

In the cool of the evening, the desert comes alive. Desert mice, pack rats, kangaroo rats, ground squirrels, leave their burrows and hustle about for plant and insect food, and diamondback rattlers and sidewinders go hunting. The tiny elf owl flies out from its nest. Jackrabbits, spotted skunks, foxes, and coyotes go on the prowl.

By daybreak, most of the animals seek shelter. But that is the time to see the desert’s birdlife. Woodpeckers hammer for insects, flycatchers snap them from the air, thrashers peck for them in the sand. Warblers and orioles sing from their perches.



Prickly pear Spotted skunk

Western diamondback rattler

Kangaroo rat

Barrel cactus



TRAILING, TRACKING, AND STALKING

On a hike, you'll get a real kick out of seeing a rabbit or a deer leap across your path or a racoon scurry into the thicket. But wouldn't it be far more fun if you could get so close to the animal that you could see what it is doing, how it lives?

To do that you have to be quite an outdoorsman, familiar with the woodman's skills of trailing, tracking, and stalking.

You have to be good at trailing before you can become good at tracking. Trailing is the ability to follow the deliberately made trail marks arranged by one outdoorsman for another to follow.

In tracking, on the other hand, you follow the casually made marks—tracks and traces—of an animal as it roams through woods and across fields. It takes keen observation to see the marks the animal made and to follow them until you hit upon the animal's hiding place.

And after that, you have to be so good at stalking that you can sneak up close enough to watch the animal without scaring it away. Stalking is one of the most American of all Scoutcraft skills. The early Indians and pioneers were expert stalkers.



TRAILING

8a 🦋 Follow for half a mile a trail made with trail signs or by a person wearing tracking irons or dragging a whifflepoof.

(NOTE: For Second Class, do trailing *and* either tracking or stalking; or do the combination of tracking and stalking instead.)

Trail Signs. Scout trail signs are scratched in the ground with the point of a stick or shaped from twigs or pebbles. A small arrow means "This is the trail." An *X* is a warning, "This isn't the trail—don't go this way." A square with a number in it and with an arrow means "I've hidden a message in this direction, as many steps away as the number says." A circle with a dot in the middle tells you "This is the end of the trail," or "I have gone home."

When you follow a trail made up of trail signs, *use your eyes and take it easy*. Be sure that each sign is actually a sign and not one you are just imagining. If you think you have missed a sign, go back to the spot where you brushed out or undid the last one and start off again.

If you don't wipe out the signs as you go along you may cause a lot of confusion for other patrols or even for yourself the next time you hike through the same place.

SCOUT TRAIL SIGNS



"This is
the way."



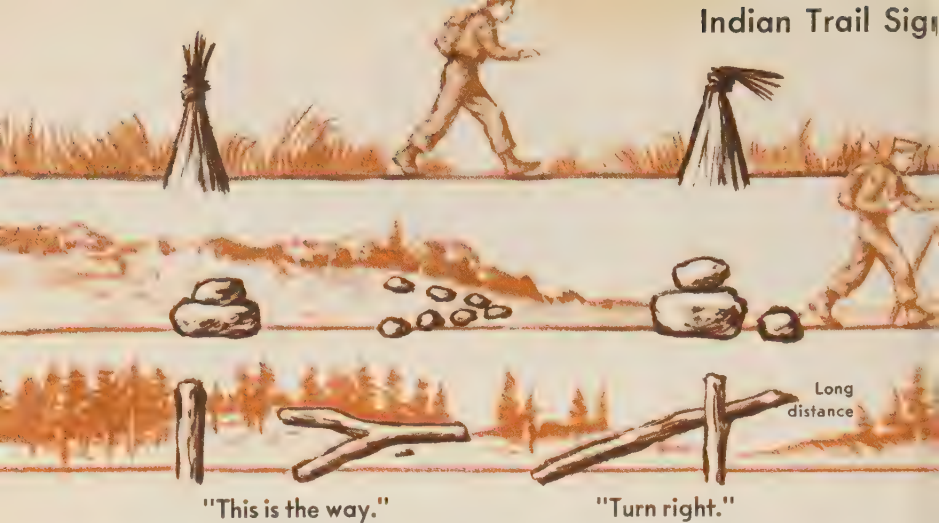
"Message 3 steps
this direction."



"This is not
the way."



"I have
gone home."



When you have used the Scout trail signs for awhile, you will probably want to learn to use *Indian trail signs*. The Indians made their signs by placing small stones in certain ways or by knotting grass into small tufts or by pushing sticks into the ground. Study the illustrations on these pages and pick the Indian trail signs that you think best suited to you and your gang.

Instead of using trail signs, you can also make a trail with a *whifflepoof*. This "animal" is a log, about 15 inches long, hammered full of nails and provided with a screw eye to which a rope is attached (see illustration on page 165). When dragged along, it jumps about and makes an erratic trail.

Trailing Fun. A whole patrol can have a lot of fun playing games that make use of trailing. Here are a couple of them:

HARE AND HOUNDS—In this, one Scout is the "hare" and is sent ahead to lay a trail by trail signs or with a whifflepoof. Give the "hare" 5 minutes to get going, then set out in pursuit to trail him down before he reaches his goal a mile away.

WOUNDED SPY—In this, the boy playing the "spy" drops a few drops of "blood" (corn or chicken feed dyed red) every couple of steps. The "spy" has a 1-minute head start and must cross the "border" (a brook or a road) a mile away before the "FBI men" (the rest of you) catch him.



TRACKING

8b 🐾 Follow for a quarter mile the track of a person or animal in soft ground or snow, reading the main meaning of the track.

(NOTE: For Second Class, do tracking *and* either trailing or stalking; or do the combination of trailing and stalking instead.)

Finding Tracks. If you happen to live in snow country, you will find tracks all around you in the wintertime and can follow them easily. At other times of the year and in other parts of the country, you'll find lots of tracks at the edges of rivers and lakes and in the sand along ocean and gulf shores.

If you're a fellow with eyes in your head and with a wide-awake mind, you can train yourself to see the smallest track of the smallest animal and figure out what the animal was doing.

But remember that tracks alone—that is, actual footprints—do not tell the whole story. Often hard-to-see traces make the story complete: feeding signs, droppings or "scat" left by the animal, hairs around a burrow.

Learn to scan the ground for all kinds of signs of animals or birds and for anything else that may be hidden there. Sweep your eyes slowly in a half circle from left to right over a narrow strip of land directly before you. Then let them roam from right to left



Man



Dog



Fox



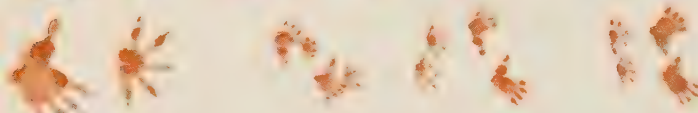
Cat



Woodchuck



Muskrat



Opossum



Deer



Sheep



Rabbit

Note: Tracks are
not to same scale.



over the ground a little farther away. By continuing in this way you can cover the whole area in front of you thoroughly.

Following a Track. Before you set out to follow a track, decide what animal made it and fix the details in your mind. Then you can be sure that you are always following the right one, even when farther along other tracks may be mixed in with it.

A good look will tell you how old the track is. If it is blunted by rain it must have rained since it was made. So ask yourself, "When did it rain last?" The wind may have blown grass seeds or leaves into it. "When did the wind blow?" The fresher the track, the better your chance to find the animal that made it.

If possible, track toward the sun. The tracks are much easier to see then. The shadows make them look deeper and sharper.

As you follow the track, look up and ahead. It may be all right for a bloodhound to keep his nose to the ground and sniff at each track, but not for you. Instead, look at the track as a whole. The imprints of the whole track often stand out plainly where it may be hard to see the separate tracks. Through grass, for instance, a track looks like a streak because the bent grass reflects the light differently from the rest. On hard ground the track may show up through a number of small details—displaced pebbles, cracked twigs, turned-over leaves that show their damp and, therefore, darker underside.

If you lose the track at any time, say to yourself, "Where would I go from here if I were the animal?" Look in that direction. If that still does not help you pick up the track, mark the last imprint with a stick or with your handkerchief and "cast" around this marker—that is, walk around it in an ever-widening spiral until you find the track again.

Careful now! Those last tracks look as if they are freshly made. The animal you are tracking may be just ahead of you. Stop, look and listen! There it is! Now stalk up close to it!

**A whifflepoof—a log with nails in it—
gives training in trailing and tracking.**

165



STALKING

There is adventure to stalking. It is also a wonderful physical-fitness conditioner. It takes plenty of muscle control to walk silently and to keep your body in perfect balance at all times. And it takes strength to move forward in the unaccustomed positions that stalking calls for, using muscles you don't realize you have.

8c  *Follow another Scout who knows that you are stalking him for a distance of a half mile, without being seen by him.* (NOTE: For Second Class, do stalking *and* either trailing or tracking; or do the combination of trailing and tracking instead.)

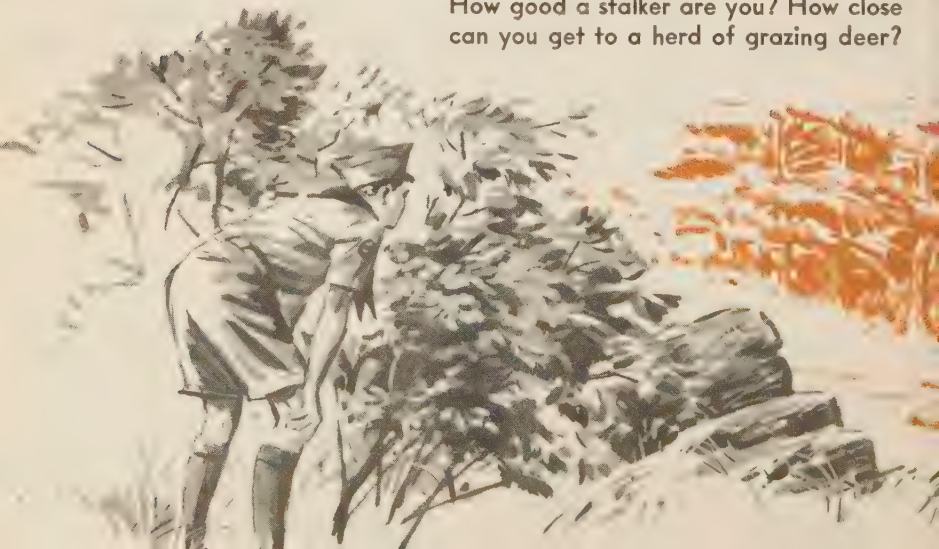
Stalking Hints. Some animals have sharp eyesight—others are nearsighted: They see movement but not details. Most of them depend on their keen senses of smell and hearing for protection.

If an animal gets your scent or hears you, good-bye! Therefore, approach it carefully with the wind in your face. If you have discovered it from the wind side without disturbing it, make a half circle around it before you continue. To find the wind direction on a still day, wet a finger in your mouth and hold it up. The side toward the wind will feel cooler.

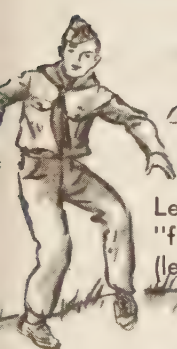
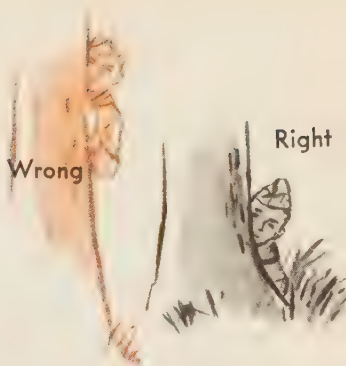
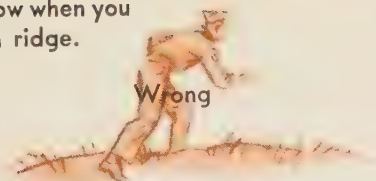
Silent motion is important. Move slowly and carefully. A quick or jerky motion is easily detected and may scare the animal. Watch where you place your feet—the cracking of a dry twig may sound like a pistol shot. Move ahead swiftly when wind rustles the leaves.

Have your body under complete control. If the animal detects

How good a stalker are you? How close can you get to a herd of grazing deer?



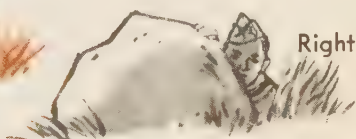
Keep low when you cross a ridge.



Learn to
"freeze"
(left).



Never look over a
rock (above). Look
from side (right).



Looking from behind tree,
keep close to the ground.

you, "freeze" on the spot—that is, become absolutely motionless. If you keep perfectly still, the animal may look directly at you without noticing you, then quiet down again. Did you ever see a cat "freeze" in front of a mousehole? That's the idea.

Choose the right background. In Scout uniform you blend naturally into underbrush and grass. But whatever you wear, against the sky you will always show up sharply. So keep low if you have to cross a ridge.

Make good use of anything that will hide you—trees, stumps, bushes, rocks, large clumps of grass. Do not look out from the side of a tree—get down low next to the trunk. Never look over a



rock—look around it with your head close to the ground. To prevent your shadow from giving you away, stick close to your cover so that its shadow blends with yours.

The way you hold yourself depends on how close you are to your quarry and the cover you have to hide behind. If you are far away among trees and high shrubs, use an upright position. If the bushes are low, crouch and move ahead with knees bent and your body leaning from the hips. Closer to your prey you may have to get into a “cat creep”—creeping on hands and knees with your back flat, your head and buttocks low. In low grass, you may have to worm along in a belly crawl—pushing yourself forward with chest and stomach to the ground, drawing up one leg, digging it in, straightening it out.

Practice Does It. This stalking business is not something you can learn by reading about it. You need practice—lots of practice. And the best practice you can get is right in your own patrol, playing stalking games until you get so good that you can sneak up on your patrol pals without being heard or seen.

Here are a few games that will give you the idea:

SLEEPING PIRATE—One Scout is the “pirate.” He is blindfolded and sits on a log, guarding an empty matchbox at his feet. The other fellows form a circle around him, about 100 feet away. The idea is to sneak up to the pirate, take the box, and return with it to the starting point without being heard. If the pirate hears you, he claps his hands and points. If he points to you, you’re out! The successful stalker becomes the next pirate.

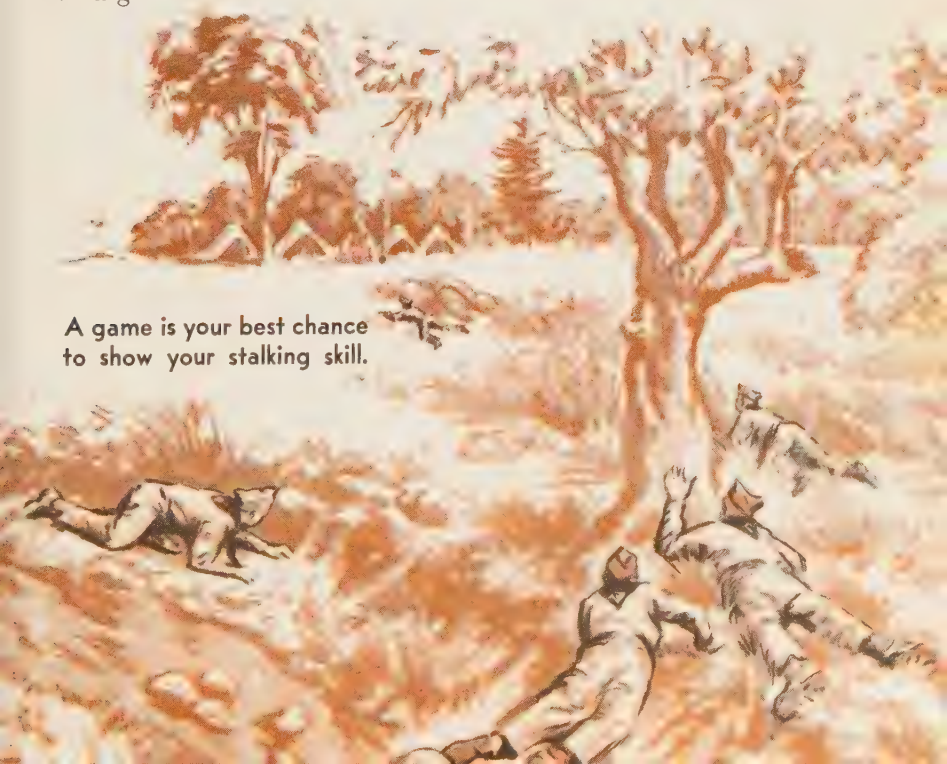
WARY WOLF—One Scout is the “wary wolf.” The others stand in a line about 200 feet from him. He turns his back to them, whereupon they try to approach him. From time to time the



wolf turns around quickly and faces the others, and everyone “freezes.” Any Scout making the slightest motion is sent back to the starting line to begin again. First Scout to touch the wolf is the winner and becomes the next wolf.

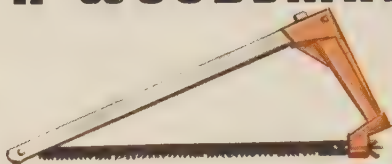
DEER STALKING—One Scout is the “deer” and takes up a position in a forest or a field. The other patrol members walk away from him 200 feet in different directions, where all fall down. On a signal the Scouts move toward the deer, using whatever cover is available. When the deer sees a Scout, he yells to him to stand. The Scout who comes closest without being seen wins and becomes the next deer.

PATROL AGAINST PATROL—Two patrols line up 200 feet from each other with the Scouts about 30 feet apart. On a signal the Scouts fall flat to the ground and proceed to stalk toward the opposite team. If a Scout in one patrol gets near enough to a Scout in the other patrol to identify him, he calls out his name, and the Scout identified goes out of the game. The winning patrol is the one that gets most Scouts through the opposite line in a given time.



A game is your best chance
to show your stalking skill.

THE TOOLS OF A WOODSMAN



A real outdoorsman can make himself comfortable and at home with a knife, an ax, and a saw as his only tools. They are his most useful friends and, therefore, should be treated kindly always.

Your Knife



Boy Scout knife



Handle knife safely.



Use dry sharpening stone.

The official Scout knife is the most popular knife among outdoorsmen. It has a strong cutting blade and various tools as well—can opener, bottle opener, screwdriver, leather punch or awl. Your knife is a valuable tool, so take good care of it.

Keep it clean, dry, and sharp.

Don't use it on things that will dull or break it.

Keep it off the ground—moisture and dirt will ruin it.

Keep it out of the fire—the heat draws the temper of the steel and makes the edge soft and useless.

Wipe the blade clean after using it, then close the knife. Oil joints and springs occasionally.

9 ♡ *Correctly sharpen a knife ... and give rules for ... safe use.*

Sharpening Your Knife. The keener the edge, the safer your knife. A dull knife is always dangerous because it doesn't bite into the

wood properly and therefore cannot be controlled. In addition, a dull knife gives you a lot of extra work even if you do manage to whittle with it.

Sharpen your knife on a dry sharpening stone. Lay the blade edge on the stone, raise the back of the blade slightly and stroke the full length of the edge across the stone toward you in a slicing motion—as if you were cutting into the stone. Turn the blade over and stroke it away from you the next time. Continue back and forth until the edge is sharp. Wipe the blade.



Cut a branch at a slant across the grain.

Using Your Knife. For crude work with a knife, always whittle away from yourself to prevent injury. For advanced whittling, move the knife in short, careful cuts.

In making wood shavings for tinder, hold a dry stick by one end with the other end pointing away from you. Make a shallow cut with the knife blade, then draw the edge parallel to the surface of the stick for as long a stroke as possible until the shaving comes loose.

Fuzz sticks are even better than loose shavings for starting a fire. To make a fuzz stick, cut the shavings as long and as thin as possible, but leave them on the stick in a fuzz that'll make the stick look like a small Christmas tree. Three or more fuzz sticks will do the trick for quick fire starting.



Fuzz-stick making is a good test of your ability.





Saw saplings and brush off just above ground level.

Your Saw and Ax

On most of your hikes you can usually break the firewood you need for a quick hike meal with your hands or under your foot. But if your fire is to burn for any length of time or the woods are wet, you had better bring a saw to cut wood into short sections and an ax to split it into kindling.

The specially developed safety folding saw cuts through wrist-thick chunks of wood fast and clean. It's light and safe to carry in your pack, because the cutting blade folds into a sheath within the frame.

The official Scout hand ax is just right for hikes and camps. Carry it sheathed in your pack on the trail. When the ax is out of its sheath, hold the handle near the head with the ax blade pointing down.

9  *Correctly sharpen . . . [an] ax and give rules for . . . safe use.*

Care of Your Hand Ax. Your ax, like your knife, deserves good care. Keep the edge or "bit" sharp—not just sharp enough for it to chew, but sharp enough to bite! Keep the handle tight; if it gets loose, tighten the screw if it has a screw wedge or drive in the wedge harder if it has a hardwood wedge. The official Scout ax is treated so that the head will not come loose.

Don't let your ax touch the ground—driving it into the ground will nick it, leaving it on the ground will rust it. Always have a chopping block under the wood you are chopping or splitting.

When you are through using the ax for awhile, stick it in the chopping block. When you have finished using it for the time being, put it back in its sheath. To keep the edge covered in these ways is called “to mask” the ax.

Your ax wasn't designed to drive tent stakes. Never use it on steel stakes or wedges as this will open up the “eye” of the head and make the handle come loose.

And never touch a live tree with your ax—unless you have definite permission to do so and a definite use for its wood.

Sharpening Your Hand Ax. To keep your ax sharp, hone it regularly with a sharpening stone and touch up the edge when needed with an 8-inch flat mill file.

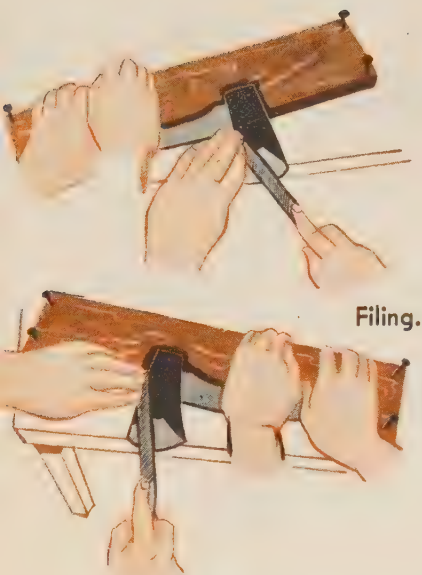
For *honing*, hold the head of the ax in one hand in such a way that the handle points up and away from you and rub the dry stone over the blade from one end to the other. Then turn the ax over with the handle now pointing down and hone the other side in the same way, until the edge is so keen that it no longer shows up as a bright line when you look at it.



Boy Scout hand ax

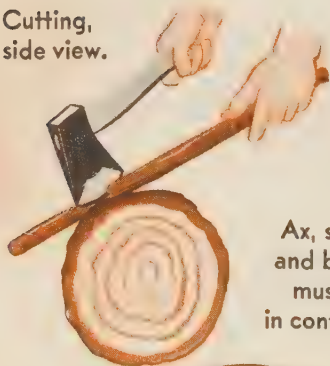
How to hone your Boy Scout hand ax.





Filing.

Cutting,
side view.



Ax, stick,
and block
must be
in contact.



For *filing*, place the axhead against a block on a workbench. While someone holds the handle steady, place the file on the blade and push the file over the cutting edge of the blade. The *file cuts* into the steel on *forward strokes* making a bright mark on the blade. Lift the file to see if it is cutting into the blade at the correct angle. Keep the file in very light contact with the blade on return strokes. Work slowly and carefully. When you have brightened the entire length of the blade's cutting edge, turn the ax over and do the other side. Next, draw the blade across a piece of wood as though you were slicing sausage, this will remove metal filings still clinging to the cutting edge. Then, hone your ax.

Contact Axmanship. For cutting and splitting you *must have wood support under the stick* you are working on so that the ax stroke will end up in the wood and not in the ground. A down tree or large chunk of wood will do. Get down to work on one knee and chip out a target notch for the wood to rest in—that's your *contact notch*.

Gather some slender branches that are about 2 feet long. You could break these sticks with your hands, but that's not the point. You need practice to get the feel of doing this job right.

For *cutting* an inch-thick stick in

two, hold the ax edge against the stick to be cut on a slant to the grain rather than straight across the stick. Lift both stick and ax with wrist motion and tap into the contact notch to start the cut. Ax, stick, and block must be in contact. Keep your eye on that notch. Now, bending your elbows, raise stick and ax, then swing them down together on the contact notch. Repeat until the ax bites into the contact notch.

Keep your buddies away from you when you are using your ax. Rest when you are tired. You have no control over your ax when you are tired—and an ax out of control is dangerous. Pass the ax to another person with handle first and axhead down.

For *splitting* wood, first cut wrist-thick pieces with your saw. Short chunks of wood about as long as your ax handle are easy to split and are the right length for kindling. Hold the end of the chunk of wood in one hand. Rest the other end in the contact notch and place the ax blade on the end of the wood. With just wrist motion tap the blade into the wood. Now, keeping your eye on the contact notch, lift both ax and wood up and swing down. Repeat the swing if you don't make it through the first time. When the ax bites into the notch, hold the ax handle steady and pull or push with your other hand to break the pieces apart.

Cutting,
top view.



Splitting.





YOUR HIKE MEAL

“When do we eat?” That’s an important question when you’re on a hike. There’s nothing to make you hungry like roaming the woods and the fields. The excitement of being out with the gang, the fresh air in your lungs, the exercise—all of these make you feel hungry enough to eat an ox.

“What’ll we eat?” That’s another question. There probably won’t be an ox around, so you need to have another answer to that question even before you set out.

On many hikes you won’t want to be tied down to cooking a meal. There may be some special training you want to do—tracking, for instance, or first aid or pioneering. For hikes of this kind, you’ll very likely want to take a sandwich along with maybe an apple, an orange, or a banana for dessert. Or you may invent a hike ration of your own: a few graham crackers, a handful of raisins, a handful of nuts, and a handful of chocolate bits.

But there’ll be plenty of other times when you’ll want to stop on the hike for an honest-to-goodness hot meal right off the fire. Then it’s a matter of knowing how to prepare kindling and firewood with knife and ax, make a fire, cook a simple meal, and clean up after it.

PREPARING FIREWOOD

There's a famous little verse by Ernest Thompson Seton, first American Chief Scout, that tells you how to make a fire:

First a curl of birchbark as dry as it kin be, (
Then some twigs of softwood, dead, but on the tree,
Last of all some pine knots to make the kittle foam,
An' thar's a fire to make ye think
yer sittin' right at home.

The first line of the verse deals with *tinder*, the second with *kindling*, the third with *fuel*. And those are the three things you need for making a fire.

10a 🦋 *Use an ax correctly to prepare kindling or fuel wood.*

Tinder. Tinder is the kind of stuff that flares up when you touch it with the flame from a burning match. You need a good handful of it.

What'll you use? Well, what've you got? Look around.

Any grapevines or cedars or birches out your way? They'll give you excellent tinder. The outer bark of old grapevines and cedar trees peels off in long flakes; the bark of white and yellow birches, in thin "feathers"—you can pick off these flakes or feathers with your fingernails without harming the vines or the trees. The outer bark of the gray birch is tops, too, but it sticks firmly to the tree—if you try to remove it, you harm the tree. So look for a dead branch or a stump and take a strip of bark from that.



Any pines or firs or spruces around? You will find a lot of tiny twigs on the trunks of the young trees—they seem to sprout right out of the bark. The small cones of certain evergreens are good, too.

Are the trees in your neck of the woods mostly those with broad leaves? Then make tinder by breaking a dead branch and whittling it into thin shavings with your knife.

If there is nothing else around, last year's dry weed tops of goldenrod, yarrow, aster, and wild carrot will do for tinder. So will the stalks of cattail and other coarse grasses. But thin grass and dry leaves will be of little help—they flare up with hardly any heat.

Kindling. Kindling catches the flame from the tinder and in turn ignites the heavier fuel.

In the woods in dry weather, you can use sticks you find on the ground. But far better are dead branches still on the trees, so-called "squaw wood"—the kind the Indian women used to collect by simply breaking it off. Take only branches that snap easily. If they just bend they are too green for a fire. "If you can't snap it, SCRAP IT!" Gather a couple of handfuls of these branches, pencil thin or thinner.

Fuel. For fuel, use whatever wood you can get from a fallen limb or a dead branch from a tree. Break or



TINDER
from bark:
Cedar
Birch
Tulip
Basswood
Elm
Grape



TINDER from
weed tops:
Goldenrod
Aster
Yarrow
Wild carrot
Milkweed
Cattail



KINDLING
from trees:
Evergreen
twigs
"Squaw wood"
Cottonwood
Willow
Alder
Aspen



FUEL from
trees:
Hickory
Oak
Beech
Birch
Maple
Ash
Mesquite

saw it into pieces of suitable length for your fire—about a foot or so. Some woods burn more easily than others—but almost any wood is usable for a quick meal.

In woodless areas you will have to bring your fuel with you or get along with whatever materials you can find that will burn. Even desert areas and mountains have low-growing shrubs from which you can get dead twigs or roots. And you have probably heard that the Plains Indians used “buffalo chips” (dried cattle dung) for their cooking fires.

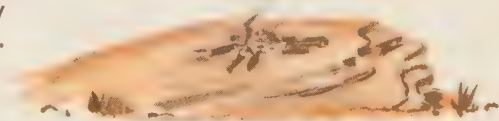
MAKING YOUR FIRE

You have your tinder, your kindling, your fuel—you’re rarin’ to light your fire. Hold your horses for just another moment while you remind yourself of your Tenderfoot knowledge about safety with fire. OK? Fine! And there you go:

10b  *Build a fire on a safe spot using not more than two matches*

Preparing a Safe Fire Site. First of all, clean the spot where you intend to build your fire down to plain dirt—sand, gravel, clay, or rock. Then, for a distance of 10 feet, scrape the ground around the spot bare of any material that may catch fire from a flying spark—dry grass, leaves, pine needles, and the like.

The safest fire is built directly on gravel or on solid rock.



In woodlands, remove flammable material from a 10-foot circle. On grassland, cover sod with mineral earth and remove it afterward.

Now, and only now, you are ready to lay your fire. What kind shall it be? Campers have a slogan for the kind of fire they need for cooking: "Flames for boiling—coals for broiling." For preparing a hike meal, almost any kind of small fire will do. Here are three good ones.

Pointer Fire Lay. One of the easiest ways to build a fire is to lay it with a pointer. A pointer can be any piece of wood, rock, or tin can about 3 or 4 inches in diameter and from 6 to 12 inches long. Set it in the middle of your fire site pointing into the wind. Place your tinder next to the pointer on one side or the other. Lay your kindling over the pointer. Light your tinder on the side toward the wind and, when the kindling is burning well, add more kindling and then fuel wood.

Lean-to Fire Lay. You start this fire lay by pushing a green "lean-to stick" into the ground at a 30-degree angle. The top of the stick should point in the direction from which the wind comes.

Place a good amount of tinder well under the lean-to stick. Then break the thin sticks, the dry stalks, and the other kindling into short lengths and lean them carefully against the lean-to stick.

Continue building up the fire lay by leaning thicker fuel sticks against the thinner kindling wood. Strike a match. Let it burn into a real flame while you cup your hands around the match for protection. Apply the flame to the tinder.

Fire-Stick Fire Lay. For this fire lay, you start by placing two small rocks on the ground, about 10 inches apart. If there are no rocks, use two thick sticks instead. Then lay a "fire stick" across the two rocks.

Push a large handful of dry tinder under the fire stick. Next lean a number of thin kindling sticks against the lee side of the fire stick—that is, the side opposite to the direction from which the wind comes.

Build up the fire lay with thicker and thicker pieces of fuel wood—enough to provide you with the amount of flame or coals you need for your cooking. Then strike a match and ignite the tinder close to the ground.

LEAN-TO FIRE LAY



POINTER FIRE LAY

Wind



FIRE-STICK FIRE LAY



COOK YOUR HIKE MEAL



Bake potatoes in the ground under hot coals.

Cook your meal woodsman style, without utensils. The secret to this kind of cooking is in the fire. Let part of your fire burn down to a bed of clean, hot coals before you use it. Some sections of the country have mostly softwoods. In this case keep part of your fire to one side and continue to feed it kindling. As you need more coals for cooking, rake them with a stick from that part of the fire you have kept burning to the area where you are cooking.

10c 🍌 ... *cook—without utensils—a meal from raw meat (or fish or poultry) and at least one raw vegetable.*

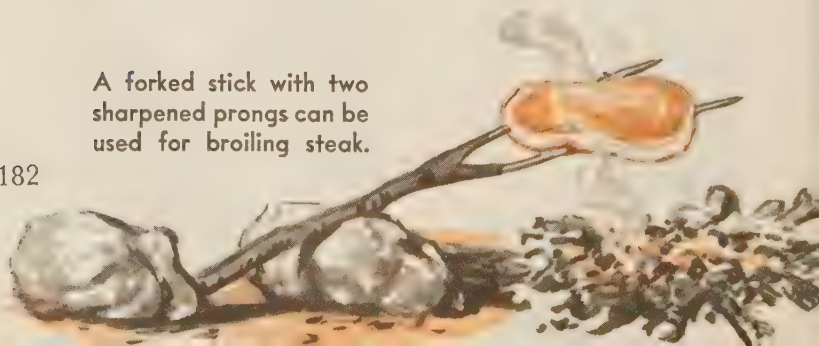


Rustic broiler from a forked branch and a few thin sticks.

Broiled Steak and Baked Potatoes.

For one serving: $\frac{1}{2}$ -pound steak; two medium potatoes; a pinch of salt. Before starting the fire, scoop a hole in the ground a little deeper than the thickness of your potatoes. Start a fire over the hole and keep it going for half an hour. Push the coals aside with a stick, place the potatoes in the hole, cover them with a $\frac{1}{2}$ -inch layer of dirt, and push the fire back over them. Put on more wood and keep the fire going for about an hour more. In the meantime, make a rustic

A forked stick with two sharpened prongs can be used for broiling steak.



broiler from a thin, forked stick by twisting the prong into an eye and placing cross sticks on it to hold the meat. Broil the steak on this broiler for about 8 minutes on one side, 8 on the other. Test the potatoes in the coals by pushing a sharp, pointed stick into them. When the stick goes in easily, the potatoes are done. Season with salt.

Caveman Steak and Roast Corn. For one serving: $\frac{1}{2}$ -pound steak; two ears of corn; a pinch of salt. Open the corn husks without pulling them off, remove the silk completely, and close up the husks again. Soak the ears in water a few minutes. When fire has burned down to coals, blow away the ashes and place the steak directly on the glowing embers. Place corn next to steak. Turn steak and corn once—after about 8 minutes—and cook on the other side for 8 minutes. Season with salt.



Steak can be broiled and corn roasted directly on the coals.



Kabob or Shish Kebab. For one serving: $\frac{1}{4}$ -pound steak or lamb shoulder cut into 1-inch cubes; one onion, peeled, cut lengthwise, and opened into separate leaves; one carrot, cut into slices; a pinch of salt. Make a skewer from a straight

For kabob, string meat and vegetables on a slender, pointed stick.



Kabob is one of the most satisfactory hike meals.

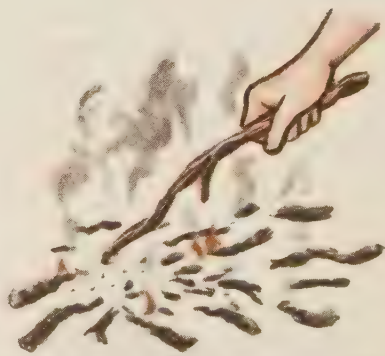
stick as long as your forearm and as thick as a pencil. Sharpen the thinner end of the stick to a point. String meat, onion, and carrot alternately onto the stick. Place skewer over the coals on two small forked sticks or rest it on two stones, one on each side of the coals. Cook 10 to 15 minutes. Season with salt.

Barbecued Chicken. For one serving: chicken leg and thigh. Find a forked stick and sharpen the points of the two branches. Impale the chicken leg on the prongs in the way shown for a steak on the bottom of page 182. Cut a straight, thin stick and sharpen the tip. Using a couple of stones, arrange the two sticks over a bed of hot coals with the chicken 6 to 7 inches above the embers for slow cooking. Turn occasionally. Cook 30 to 40 minutes until meat is tender. Season with salt.

Broiled Fish. For one serving: two to three brook trout or other fish of similar size. Clean the trout by scraping off the slime, opening up the belly and removing entrails and blood next to the backbone. Make a rustic broiler as described on page 182. Place the fish on the broiler and hold them in position with a few cross sticks. Push the handle of the broiler into the ground in such a way that the fish are suspended over the coals. Broil about 5 minutes on each side. Do not overcook.



Extinguish your fire by sprinkling it thoroughly with water.



Turn smoldering sticks and logs over and drench them on all sides.

Clean Up and Put Out

Ummm! What a meal that was! You are full of energy. Now to continue your hike. But there's a double job to be done before you leave—of cleaning up and putting out.

10d 🦋 *Properly dispose of garbage, put out your fire, and clean up the cooking area.*

Cleaning Up. The best cleaning-up rule is: "Make no mess, and you have no mess!" The less mess you have made, the quicker you will have everything in shape. Do a thorough cleanup job. Overlook nothing.

Before putting out the fire, burn whatever garbage will burn: paper, vegetable peelings, steak bones. What won't burn, take with you to put in your garbage can at home. Bring along an empty tote-litter bag specifically for this purpose.

Putting Out the Fire. It is criminal to leave a fire that is still alive. Be positive that yours is out, that the last spark has been **DROWNED!** Sprinkle (do not pour) water on the embers. Stir with a stick until soaking-wet ashes remain. Turn logs and sticks and drench both sides. Wet the ground around the fire. Finally cover the spot with dirt or bury the wet ashes. Make the place look as if no one had been there.



Continue using water until only soaking-wet ashes remain where you had your fire.



Bury wet ashes or cover spot with dirt.

EMERGENCY PREPARATION

An elderly couple was driving along the highway when their car skidded and smashed into a telegraph pole. The husband had a gash on his forehead, but the wife was not hurt. They sat stunned for awhile not quite knowing what to do. Suddenly the wife caught sight of a couple of khaki-clad boys running down the road toward them. She turned to her husband and with a sigh of relief and said, "Here come two Boy Scouts. They'll know what to do."

People have come to know that Scouts are being trained to take care of themselves and to help others; they trust the Scouts to come to their aid in an emergency.

You are almost certain, in your own life, to come up against a number of different emergencies calling for immediate action. Some of these emergencies will be small—such as taking care of a cut or a scratch. Others may be large—getting the victim of an automobile accident to the hospital or calling the fire department to a burning house. By learning in advance exactly what to do, you will be ready to help the moment an emergency strikes.

GETTING HELP

Some emergencies are so serious that one person cannot handle them. Then it is important to know how to get help.

11a 🐾 *Tell how, in an emergency, you would reach a doctor or a hospital.*

By Telephone. The easiest and quickest way to call for help is by telephone. At home, you should have the telephone numbers of doctors and hospital written on a card next to the telephone.

If you need help, rush to the nearest telephone (in town, to the



nearest shop; in the country, to where you see a telephone wire enter a house) and dial or call the operator. In using a pay telephone you will need a dime to get your call through, so always carry an "emergency dime" in your pocket. As soon as the operator answers, give the number if you know it; otherwise say:

"I want an ambulance in.....(give name of town)" or

"I want a policeman in.....(give name of town)" or

"I want to report a fire in.....(give name of town)."

When the operator has connected you, make your report clearly and distinctly in terms of the three W's—WHO, WHERE, WHAT—

WHO? Give your name: "This is Scout Joe Brown of Mansville." **WHAT?** Tell what is the matter: "I am reporting an automobile accident with three people seriously injured, one unconscious." **WHERE?** "Where Route 130 and Route 1 cross."

Be ready to answer questions about what first aid has been given and to receive instruction about what to do until help arrives. If you are on a hike or in camp, tell the doctor or the policeman where you will meet him to take him to the accident.

If for some reason you can't stay by the telephone until your call goes through, give the operator the necessary information.

By Foot or Bicycle. Sometimes you may not be able to get to a telephone, or the wires may be down because of storm or sleet, fire or flood. Then it is necessary for you to know the address of the nearest doctor, hospital, police or sheriff's office, so that you can go there yourself. Learn the locations and figure out in advance the quickest route by foot and by bicycle from your home, your troop meeting place, and your campsite.



FIRST AID

"Accidents will happen," they say. They shouldn't—but they do.

There may be many times in your Scouting life when you will come face to face with an accident. Out alone or with the gang, you may come upon a serious automobile smashup. Some summer day, you may have to save a person from drowning. In camp, a green Tenderfoot may cut himself with an ax or get stung by a hornet. On a hike, you or your pal may develop a blister or sprain an ankle. And at home, some member of the family may have a fall, or a child may swallow poisonous cleaning fluid.

In each case, you may be the one to give the necessary first aid.

It feels good to have a thorough knowledge of first aid. It is good to know that you can take care of yourself if you get hurt. But even more important, it is good to know that you are able to help other people who may be in trouble.

11b 🦋 *Explain what first aid is and tell how to act in case of an accident.*

What Is First Aid? First aid is very definitely aid given *at first* in case of injury or sickness. That word "first" suggests that there is more to follow—the aid given by a person who has many years of training for the job—the doctor. Never play at "doctoring." If a case is at all serious, get a doctor.

To do a good first aid job, you must realize that there is more

"HURRY CASES"



Arterial bleeding needs to be stopped by immediate action.



Stopped breathing calls for application of artificial respiration.

to first aid than stopping bleeding or bandaging a wound. The way you act in an emergency has a great bearing on the patient's recovery. The *confidence* you show because you know what to do, the *common sense* you display in doing first things first, your *calmness* and *cheerfulness*—all these will make your patient feel at ease.

"Hurry Cases"

Most of the accidents you will come upon will be minor ones where you can take your time to plan and to act. But someday, you may be up against one of the "hurry cases" where life is at stake, where you have to move with utmost speed.

These are the "hurry cases"—

1. Blood is spurting or gushing from a wound—it must be stopped immediately.

2. Breathing has ceased—it must be started again by artificial respiration.

3. Poison has been swallowed—it must be made harmless.

JUMP TO THE JOB. A second saved may mean a life saved.



11c 🐾 Show how to handle "hurry cases" of arterial bleeding and stopped breathing, and tell what to do for poisoning by mouth.



Internal poisoning often turns out to be a matter of life or death.



Shock is always present in the case of an accident and requires care.

Severe Bleeding. A car crash, a railroad accident, carelessness with an ax or with a power tool—you rush to the scene, and there is a victim with blood spurting from a wicked-looking gash!

Grab at the wound with a bare hand and **PRESS—HARD!** Stop that blood! Then use your free hand to reach for your neckerchief or handkerchief or tear a piece off your shirt—or, if someone is near, call for a cloth folded into a pad or for a sterile gauze pad. Let go of the wound for the split second it takes you to slap the pad on it, then press again. Finally, tie pad firmly in place with some kind of bandage. If pad gets blood-soaked, don't remove it. Just put another pad on top of the first, and another bandage.

Then get the victim to a doctor or a hospital!

Usually, direct pressure on the wound will stop even the most severe bleeding. There is only one extreme case where it probably

SEVERE BLEEDING



In most cases, hand pressure directly on the wound will stop bleeding.



You can turn your Scout neckerchief into a bandage by folding it.

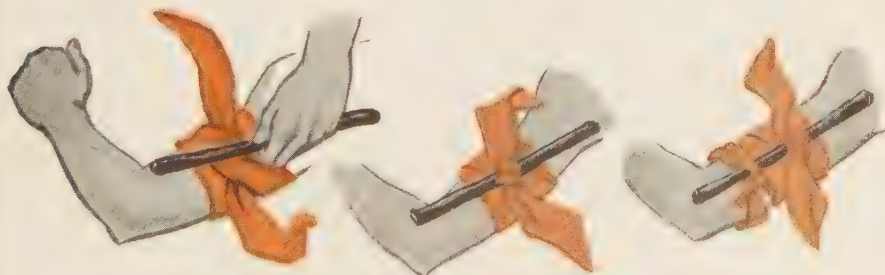
won't—where an arm or a leg is almost or completely cut off and where the artery gushes blood. In such cases—and **ONLY WHERE THE CHOICE IS BETWEEN LOSING A LIMB OR A LIFE**—you may have to apply a tourniquet.

To make a tourniquet, twist your handkerchief into a bandage about 2 inches wide. Wrap this bandage twice around the limb on the side nearest to the heart, leaving about an inch of skin between the wound and the tourniquet. Tie an overhand knot. Place a strong stick on the knot and tie it in place with a square knot. Turn the stick until the blood stops. Tie one end of the stick to the limb to keep it from slipping. Cover the wound with a dressing and bandage it. Note the time. Then get the patient under a doctor's care as soon as possible. Do not loosen the tourniquet—let the doctor do that.



Cover the wound with a sterile dressing. Keep in place with bandage.

TOURNIQUET



Learn to make a tourniquet—but use it only in case of dire emergency.

ARTIFICIAL RESPIRATION—Rescue Breathing

Artificial Respiration. A drowning person is pulled out of the water . . . a mechanic is dragged from under a car with its motor running . . . a child is pulled away from an electric wire. In each of these cases, breathing may have stopped. Yet the victim's life may be saved if someone gets to work right away giving artificial respiration. That someone could be YOU.

The most effective method of artificial respiration is **RESCUE BREATHING**. In this you breathe your own breath into the victim's



The head of an unconscious person slumps forward, and the base of his sagging tongue blocks the airway. The first job is to open up the airway. This is done by tilting victim's head back.

When victim's head is tilted back until his chin points almost straight up in the air and skin over his throat is stretched taut, the base of his tongue is raised off the back of his throat.



After head has been tilted far back, airway can be opened even more by pushing up the victim's chin—part way for mouth-to-mouth breathing, the whole way for mouth-to-nose breathing.

lungs through his nose or his mouth or, in the case of a child, gently into nose and mouth both.

Time is of the utmost importance. Place the victim faceup. If there is foreign matter (food particles, blood) visible in his mouth, wipe it out quickly with your fingers. Tilt the victim's head back, pushing his chin up so that the skin is taut over his throat, and start breathing into him.

For *mouth-to-nose breathing*, hold the victim's mouth closed



TILT VICTIM'S HEAD FAR BACK!

Push his head backward with one hand on his forehead and pull his chin up with other hand.

GIVE RESCUE BREATHING!

Open your mouth wide and take a deep breath. Blow air into the victim through nose or mouth.



In *mouth-to-nose breathing*, breathe through victim's nose and close his mouth. In *mouth-to-mouth*, breathe through his mouth and close his nostrils. For a small child, breathe through both nose and mouth.

with your hand against his chin and seal your lips around his nose. Now, blow air into the victim until you see his chest rise. Remove your mouth and let the air escape from the victim's lungs while you take a deep breath. Then blow into his lungs again, and again let the air escape. Continue blowing about 12 times a minute for an adult, 20 times for a child.

For *mouth-to-mouth breathing* when victim's nose is obstructed, hold his mouth open with your hand on his lower jaw, seal your lips around his mouth, and blow as described above.

When the victim's breathing starts, time your efforts to fit his efforts to breathe for himself. Keep him lying down, and make him warm with blankets or other coverings. Get him under a doctor's care during the recovery period.

NOTE: In training for this method and in passing the test, it is not necessary for you to do the actual blowing. Learn and demonstrate the correct way of tilting the victim's head back, pushing the jaw up. Explain how you would clean foreign matter out of his mouth, place your mouth, and give rescue breathing.

Poisoning by Mouth. One third of all accidental deaths among children are caused by poisons. It is unbelievable what children will swallow: kerosine, turpentine, insecticides, rat poisons, ammonia, lye, furniture polish, nail-polish remover, pills and tablets from the medicine cabinet, weed killer from the garden supplies.

Your first thought if you find yourself up against a case involving poison is this: Dilute it! Dilute it!! DILUTE IT!!! Water!

POISONING BY MOUTH



Water and milk are the main remedies to use for internal poisoning.

Water!! Have a child drink half a glass of water immediately, an adult a full glass. Then more water. Or milk if you have it. Look around quickly to see what poison was swallowed and get a call in for a doctor, giving the name of the poison if you know it. If the instructions on the poison container tell what antidote to use, send someone for it immediately and use it quickly.

What else can you do while waiting for the doctor? In most cases, you should encourage vomiting by adding salt to the water or by putting a finger or spoon in the patient's mouth to induce gagging. But, if the poison is a strong acid or lye or kerosine, you don't want the person to vomit—the poison coming up again may further damage the food passages. For strong acids, give water with a teaspoon of baking soda per glass, then milk. For lye, give water with a tablespoon of vinegar per glass, then milk. For kerosine, give water, then milk.

Shock and Fainting

11d 🐣 *Demonstrate first aid for shock and fainting.*

Shock. Every accident is accompanied by shock—a sudden lowering of the vitality caused by pain and fear and loss of blood.

A shock victim is very weak. His face gets pale, his skin cold and clammy, his breathing shallow. He shivers from chills, may even vomit. He seems dazed, does not know what is happening

SHOCK



Whatever the accident, shock is present and requires first aid care.

about him. In serious cases he may lose consciousness entirely. Shock may come immediately with the accident, or soon after, or may even be delayed for several hours.

DON'T WAIT FOR SYMPTOMS TO SHOW—head them off! Take for granted in ANY injury that the patient will suffer from shock, and take care of it.

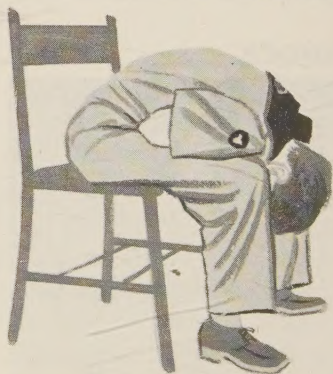
FIRST AID FOR SHOCK—Keep the patient lying down. If he has a head injury, keep him level, otherwise raise his feet on a pack-sack, a log, or whatever else you may have.

In cool weather, put enough blankets, coats, layers of newspapers, under and over the patient to protect him. If the weather is hot, do not cover him. The idea is not to make him warm, but to prevent him from getting cold.

If your shock patient is conscious, let him sip a little water. If he is unconscious, do not attempt to force a liquid between his lips—it may choke him.

Fainting. Fainting is a “blacking out” because of a nervous condition. It may occur when a person has a sudden fright, has received bad news, has been standing on his feet too long, is sick to his stomach or suffering from hunger, is overtired, has been breathing bad air, and for any number of reasons. His face gets pale because the blood supply to the brain has decreased. He may start to wobble, or may suddenly fall to the ground.

FAINING



When a person feels faint, have him sit down with head between knees.

FIRST AID FOR FAINTING—The best first aid is prevention: If you see a person getting pale and have the idea that he is about to faint, have him lie down. If this is not feasible, have him sit down and bend forward with his head as low as possible between his knees to get the blood back to the brain. Keep him quiet for a few minutes, then let him straighten up to see how he feels. If you ever feel faint yourself, care for yourself the same way.

If a person falls in a faint before you reach him, keep him down for several minutes. Loosen his collar. When he thinks he is feeling better, let him sit up. A little later, let him stand up. If he still feels faint, get him to lie down again until he is all right. A fainting person snaps back to consciousness as soon as he lies down. If he fails to come back, treat for shock and call a doctor.

Minor First Aid Cases

11e 🐾 *On yourself, show what to do for cuts and scratches, burns and scalds, blister on heel, bites or stings of insects and chiggers and ticks, skin poisoning from poison plants, sprained ankle, object in eye, nosebleed.*

Cuts and Scratches. Most of the first aid cases you will handle will be cuts and scratches. These are wounds—openings in the skin. Even the slightest wound should be given prompt care. Otherwise, germs may get to work and cause a dangerous infection. To prevent germs from doing their harmful work, clean out germs that may already have entered a wound and prevent others from getting in.

FIRST AID FOR SMALL CUTS AND SCRATCHES—The best way to clean a wound is to wash it with soap and water. At home, use water right out of the faucet. On a hike or in camp, use water from your canteen or the clear running water of a stream.

Wait until the skin around the wound dries, then put on an adhesive bandage. This consists of gauze folded into a small compress, attached to a piece of adhesive tape, and covered with two strips of protective material. Open up these strips to expose the compress, place the compress on the wound, pull off the strips, and stick the adhesive tape to the skin. If you have no compress

SMALL CUT



Wash a small cut with soap and water, let skin dry, then cover cut with an adhesive bandage. Soap is your best bet for cleaning a wound.

and the wound is small, wash it and let it bleed. The bleeding will stop shortly when the blood has clotted.

FIRST AID FOR LARGER CUTS—A larger cut should be washed with soap and water and covered with a gauze compress held in place with adhesive tape or with a binder. The gauze compress should be sterile—that is, treated so that it is free of germs. Be careful in taking it out of its envelope so that you do not touch the part that will cover the wound—handle it by a corner only.

IMPROVISE A STERILE DRESSING

